

Look!

Nintendo[®]

OFFICIAL MAGAZINE



✓ News and previews ✓ Game exclusives ✓ First Gamecube news
✓ All top N64 games tested ✓ Best Pokémon info ✓ Most N64 tips

£2.99 JULY
ISSUE 106

9
PAGE GAMECUBE
SPECIAL

p6

Pokémon STADIUM 2

More manic Pokémon
battling on your N64

WE'VE PLAYED GAMECUBE! p76

First impressions on all GameCube
launch titles... and much more!



BANJO TOOIE
Deadly duo's
game guide



p62 GRAB

GB ADVANCE
Launch titles
reviewed

p14



9

Are you a good sport?

**Natasha
Atomic Kitten**

VS.

**Tim
Tennis Ace
Henman**

WE PUT EVERYONE'S FAVE FLAME-HAIRED POPSTREL AND THE COUNTRY'S TOP TENNIS PLAYER ON THE SPOT - BUT WHICH ONE WOULD YOU WANT ON YOUR TEAM? GET READY FOR SOME NAIL-BITING CHOICES!

If you lost a game, would you shake the other team's hands?

Natasha There's nothing worse than a sore loser acting like it's the end of the world. I'd shake hands even if I was gutted.

Tim Yes, of course, I would always shake hands.

1

If you could cheat without anyone finding out, would you do it?

Natasha It could be really tempting but I wouldn't do it (honest guv!) because I'd want to know that I'd achieved something with all my own efforts - fair and square.

Tim No, I am not into cheating and no one should ever be.

2

If you could pay £5 to be on the school team, would you do it?

Natasha They should be paying me to play on the team! Ha! Ha! Ha! Seriously though I'd just feel a fake if I had to pay my way onto a team.

Tim No I wouldn't as I like to earn my place and if I wasn't good enough to be on the team then I shouldn't be on the team.

3

If you saw someone being bullied, would you grass the bully up?

Natasha Without a doubt! I don't see that as grassing someone up - bullies are well out of order for making people's lives a misery. I would always do something about it.

Tim Definitely. It's better to make sure that kind of thing doesn't happen again than let it go on.

4

WE SAY

Sometimes the choices you make can be as important as the result! Fruit Shoot is a new way of drinking for a new way of thinking - but how differently do YOU think? You've heard their answers - who do you think wins game, set and match?!

Fruit Shoot is a refreshing fruit drink from Robinsons, available in two fantastic flavours!

New Thinking - New Drinking.



HERE'S WHY WE'VE ALWAYS BEEN THE UK'S BIGGEST SELLING NINTENDO⁶⁴ AND **Nintendo[®] MAG**

6 PROMISES WE KEEP EVERY ISSUE

- ✓ You'll read about new Nintendo 64 or Nintendo games and products here first
- ✓ We have the most screenshots from new games
- ✓ Our mag's easy to understand and easy to use
- ✓ All our tips, moves and cheats work and help you get more from your games
- ✓ You can trust what our writers say
- ✓ It isn't worth buying any other magazines!



Get in touch with us

By post

Nintendo Official Magazine,
EMAP Active,
Angel House,
338-346 Goswell Road,
London EC1V 7QP.

Read this...

Before sending an e-mail, check you're sending it to the right person! We can't answer mails sent to the wrong person. And please remember, The Masters are no longer providing NOM's tips.

By e-mail

General Nintendo and Pokémon questions
tim.street@emap.com
Nintendo News
richard.marsh@emap.com
Game Boy Stuff
tim.street@emap.com
Nintendo Reviews
richard.marsh@emap.com

Can't find the mag in the shops?

Call Customer Services on 0845 601 1356

NINTENDO⁶⁴ GAME BOY COLOR GAME BOY ADVANCE

We acknowledge all copyrights and trademarks we use under licence from Nintendo Co. Ltd. Copyright 1994 Nintendo

Quick flick! ►► Find out how to breed the ultimate Pokémon super squad, p54

Nintendo[®]
OFFICIAL MAGAZINE

Only in this

Nintendo®
OFFICIAL MAGAZINE

GameCube & GBA

We travelled 4000 miles to bring you info on Nintendo's new super consoles, you'll be glad we did...

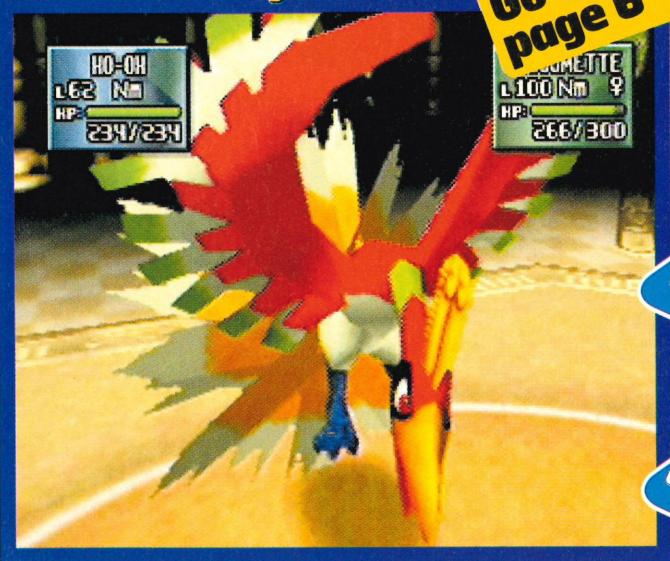
✓ First play of GameCube games ✓ All you need to know

We show you...

- Incredible games
- Amazing characters
- How they play

Pokémon Stadium 2

See your favourite Gold & Silver beasts on the big screen.



GAME NEWS

✓ New games ✓ First and best

Animal Forest, Banjo Kazooie, Grunty's Revenge, Diddy Kong Pilot, Disney's Mickey, Donkey Kong Coconut Crackers, Kameo, Luigi's Mansion, Metroid Prime, Phantasy Star Online, Pikmin, Raven Blade, Rogue Squadron II, Star Fox Adventures, Dinosaur Planet, Super Monkey Ball, Virtua Striker 3, Wario Land 4, Wave Race Blue Storm, Super Smash Bros. Melee ▼

Go to page 76



mag



GAME BOY ADVANCE

✓ Launch title reviews

Super Mario Advance

page 14 ▼

Mazza and the Nintendo gang are back, looking great in all their 32 bit glory.



F-Zero Maximum Velocity page 18

Take to the track in this eye watering turbo charged futuristic racer

Chu Chu Rocket page 21

Get those mice in their rockets, and do it quick!

Rayman Advance page 22

No arms, no legs, but still a beauty that's a cut above the rest.

kuru kuru kururin page 25

Get your head around some crazy mazes in this addictive puzzler.

Tony Hawk's Pro Skater 2 page 26

The skateboarding star gets the Game Boy Advance treatment.

Konami Krazy Racers page 30

Cart racer starring a whole host of your fave Konami characters.

Castlevania Circle of the Moon page 32

Spooky adventure full of evil beasts and whip cracking battles.

Pinobee Wings of Adventure page 33

Help the mechanical bee find his heart.

BLAG FEST

Go to page 74

Free stuff? We've got it going on!

- Reach for the Sky technology workshops
- Gold & Silver Trading Cards
- Cyber pets
- Royle Family goodies

GAME GUIDES

✓ Play to win every time!

Banjo Tooie ▼ p62

Beat that damn witch once and for all



Poké Gold & Silver page 54

Join us for part three of our hereditary moves breeding guide

Official Tips page 46

Tips? You want tips? We've got N64 tips comin' out of our ears!



Your Tips page 50

Your Scores page 52

FREE GAME BOY MAGAZINE

✓ First and best

Ghost 'n Goblins p2

Top remake of the coin op classic that's still a great game.

Spiderman 2 p6

The webbed wonder creeps and crawls onto your GB Color.



Pokémon Stadium

Game Info

By: **Nintendo**
 Type: **Battle Adventure**
 Release: **October**

Your Gold or Silver cart is full to bursting with all those new monsters you've caught. Now you get the chance to see them in glorious 3D on the all new, all improved Pokémon Stadium 2. Battle stations, Nintendoids!

Bigger, badder and bolder

The original Pokémon Stadium gave you the chance to see all your favourite Pokémons from Red, Blue and Yellow brought to life.

With its fantastic mini games, showing all sorts of cuties such as Clefairy and Squirtle getting up to all sorts of tricks, the original was a cracker.



▲ If you thought the ickle Poké babes looked adorable on the GBC, wait 'til you see the likes of Pichu and Cleffa in Poké Stadium 2. Sweet they may be, but their attacks still pack a punch.



▲ Raikou, Suicune, and Entei are infuriatingly difficult to catch in Gold and Silver. But don't worry 'cos you'll be able to see them in Poké Stadium 2 even if you haven't been lucky enough to catch them.

Since the release of Gold and Silver, Pokémaniacs have been dying to see how all the cool new critters will look fighting in 3D.

The good news is that Poké Stadium 2 is even more action packed than the first and the new characters look like true stars on the big screen.



▲ Ho-oh is one of the most striking of all the new Gold and Silver Pokémons. As you can see, it's even more breathtaking in glorious 3D, and the Sacred Fire attack makes a roast dinner of any enemy.



▲ Sudowoodo is another of our fave new guys. Just watch his antics as he prances around during battle. Maybe he's trying to make his rivals collapse with laughter. Oh, Sudie, you're a loon!

On
2



City of dreams

If you played the original to death, you'll easily recognise the options on offer and your first stop on the road to Pokéman glory.



▲ Choose Battle Now if you fancy an instant scrap with a randomly picked team of Level 40 Pokéman. You can even play against a fellow Pokémaniac or a computer opponent.



▲ Event Battle is a two player only arena. Try and thrash your mates using rules from any of the Stadium Cup competitions or use the Options menu to make up your own rules. No cheating though!

Battle Now is for instant fights and Event Battle is for two players. Check out White City too, the equivalent of Trainer's Plaza in Pokéman Stadium.



▲ Mystery Gift is an exciting new option. If you have a GB Color cart, you can check in with the Goldenrod City girl who wants to be your friend. Team up with her to exchange gifts like special Mail and dolls.

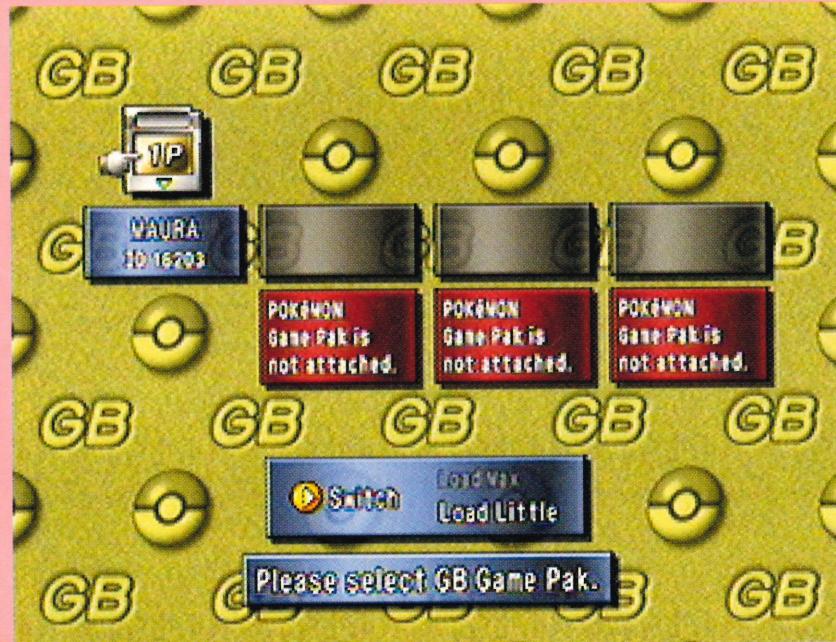


▲ White City is the Pokémaniacs equivalent of Disneyland. There are loads more extras added since the first game and we're going to be telling you all about them over the next few pages.

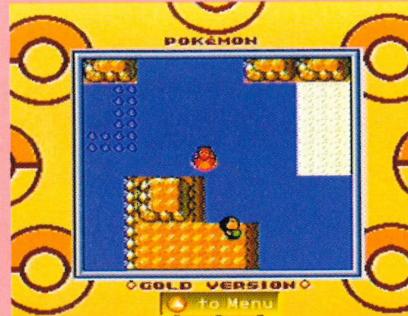
GB Tower

The GB Tower in White City is very similar to the one in the first game and you can use it to play any of the six GB games on the big screen.

In order to use it you must first insert your cart into a Transfer Pak. Sadly, you don't get one included with Pokéman Stadium 2, but hopefully you'll already have one safely tucked away.



▲ If you've got a Transfer Pak the GB Tower menu screen is for you. Here you can select whether to load all your Gold or Silver cart's data at once or just a smidgen.



▲ Once you've uploaded your cart's information to the big screen you'll be amazed at how clear and colourful the graphics look.



▲ If one of your Battle Team Poké needs beefing up it's easy to switch over to your Game Boy quest, via the GB Tower, for some Stat building.

My Room

One of the best new locations in Pokéman Stadium 2 is My Room, located in White City.

It's a 3D replica of your room in New Bark City that's been decorated using the dolls and decorations you've found or those your mum has bought for you.



▲ This is your room. Now you can see why it was a good idea to leave cash with your mum. Those presents she bought you look great! Your mates will be extremely jealous.



▲ You can move around Your Room using the D Pad and press A to change items. No bedroom is complete without a Nintendo console!



Magical mini games

The Kids' Club games in the last Stadium game were so popular that they've been expanded and improved in *Pokémon Stadium 2*. There are now 12 mini games rather than the previous nine.

All of them feature a mix of old favourites and new Gold and Silver characters. All of them are hilarious and very simple to play, making them a fun filled break for *Pokémon* fans of all ages.



Gutsy Golbat

Tap **A** to move Golbat and use the 3D Stick to help our batty friend fly across the screen and collect hearts. Avoid those pesky Magnemites or you'll lose everything and the lucky winner will get a snog from Jynx.



Topsy-Turvey

A good excuse for a Hitmontop punch up party. Use the 3D Stick to slam into the other players and hit **A** to perform a Rapid Spin. Knock them out of the ring five times and you'll walk away a winner.



Clear Cut

This will test the sharpness of Pinsir and Scyther's claws. Press **A** to cut the falling logs and try to slice them as near to the white line as possible. Points are deducted for cuts made above the line. Harsh, but fair.



Furret's Frolic

A really simple game. The object is to get the different types of Poké Balls into your goal to score points. Use the D Pad to help Furret leap into the grass and then press **B** to toss the ball into your goal.



Barrier Ball

Mr Mime gets to use his huge hands to belt the bouncing ball back into his opponent's goal. Move the barrier from side to side to block the ball and press **A** to smash it forwards. Fast and furious action.



Power Plant

This is cruel! When you see an electrode light up in the square, press the D Pad towards the electrode and press **A** for blue or **B** for green. Don't be one of the losing three or you'll be electrocuted.



Rollout

A madcap dash round the race track featuring the less than sprightly Phanpy. Just use your 3D Stick to leg it round the track for nine laps. Press **A** to unleash a dust cloud in the path of the chasing pack.



Stampede

We can't get enough of Igglybuff and Cleffa. Help the blushing pink cuties by pressing **B** to count all the crazy *Pokémon* who run across the studio floor. The reactions of the losers is hilarious.



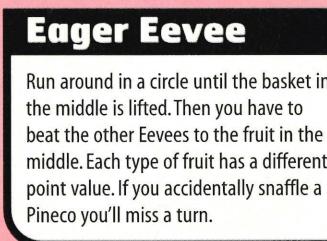
Tumbling Togepi

He's only an egg, bless him, so the best that Togepi can do is roll downhill. Use the arrows to build up a speed burst, but avoid all the other obstacles. If you hit two arrows in a row you get an extra speed boost.



Delivery

Help Delibird fulfil his Father Christmas fantasy by using the 3D Stick to stuff his sack with gifts and unload them on the conveyor belt. Avoid bumping into any Swinubus as they'll send your goodies flying.



Eager Eevee

Run around in a circle until the basket in the middle is lifted. Then you have to beat the other Eevees to the fruit in the middle. Each type of fruit has a different point value. If you accidentally snaffle a Pineco you'll miss a turn.



Egg Emergency

This plays like a *Pokémon* version of Space Invaders. Simply move the D Pad left or right so that Chansey can catch the falling eggs in his pouch. Don't pick up any Voltorb or you'll give the little fella a nasty shock and lose some eggs.



Little extras

Aside from playing the straightforward mini games there are some ace new options that have been added.

In Mini Game Champion you can use your own saved Pokémons from your GB cart and use them to take part in certain games. There are also two brain bending quizzes in which to compete, 1P Quiz for single players and the multiplayer, Quiz For All.



► In Mini Game Champion you earn coins by winning games. At the start you can choose how many coins it takes to win. If you have the Coin Case from Gold or Silver you can save your booty.

► The quiz is a cool new way to show off your Poké knowledge. You have 100 seconds to answer as many questions as possible. What a laugh!



Get organised

Professor Oak never forgets a trick and thanks to the Research Lab PC you can organise every aspect of your sprawling Poké collection.

For starters it enables you to move and store Pokémons between your N64 and GB cart, as well as transferring and storing items and mail.

In addition you can deposit Pokémons from your Gold and Silver PC boxes, if the PCs on your Game Boy cart are running out of room.

There's even the option to check your messages or tap in a Mail and give it to one of your Pokémons to carry. Let's check it out...



► The Box is similar to the Poké option. Instead of organising individual creatures, it enables you to sort and store your GB and N64 boxes.



► The List detail is mind boggling. Here you can choose to list your Pokémons either by Party, GB Boxes or N64 Boxes. It's awesome!



► Use Item to check and move goodies. Items from Gold & Silver are stored in the Metal case, whilst those from Red, Blue or Yellow are stored in the Colour ones.

► When you click on Professor Oak's Research Lab in White City you'll be taken to this screen. You can have up to four carts inserted in four different controllers at the same time.



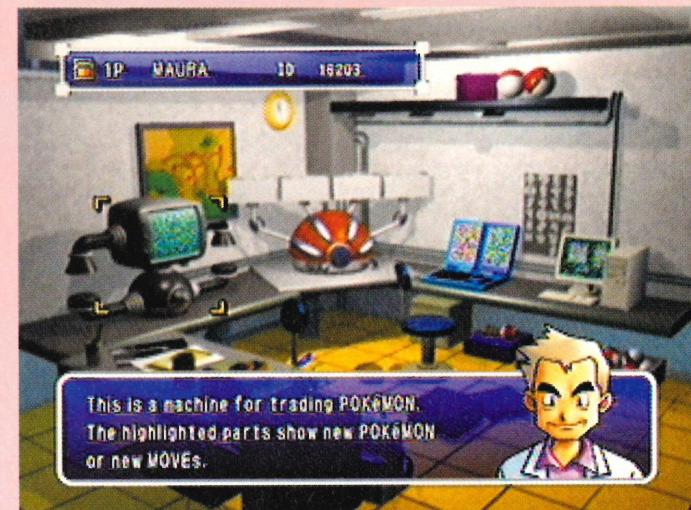
Pokémon Lab

Professor Oak's Poké Lab was another popular feature in Poké Stadium.

Obviously Oak's doing pretty well for himself 'cos his Lab is looking swankier than ever before, with some amazing new upgrades.

There's lots to show you so lets get down to business...

► Professor Oak will give you a description of each aspect of his shiny new lab. Navigate between each object and find out how they can help your Poké skills.



► Choose the Poké Lab option to check, move, reorder, release and exchange individual Pokémons in the Party or GB and N64 boxes.



► Mail is only compatible with Gold and Silver carts. Here you can check on any messages and also write Mail to give to one of your Pokémons to carry.

Pokédex

Professor Oak's Pokédex is one of the most amazing features in the whole game.

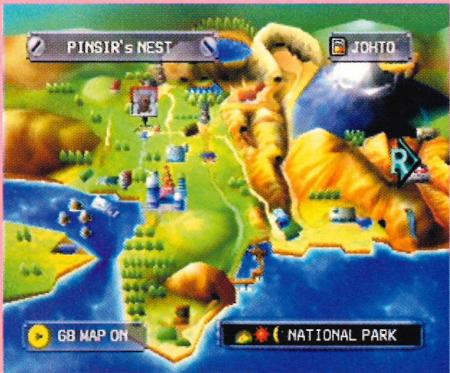
Far more detailed than in Pokémon Stadium, it's the most comprehensive and well presented guide to your Pokémon you're ever likely to see.

Just like in Gold and Silver, you can choose to use the Old, New or A-Z Pokédex, and there's even an Unowndex if you've captured more than three Unowns in the GB game.

Best of all is the fact that the descriptions are totally different from those in the giant Game Boy quests, so you can learn even more facts about your precious creatures.



▲ Each Pokémon is presented in the Pokédex in fabulously animated 3D. Watch as they bounce about, jiggle and pose. Use the Zoom mode to get a full screen picture of all the foolishness.



▲ Click on the Area mode to see a highly detailed and colourful map showing the location of that particular Pokémon. There are even symbols to show you what time of day or night you can expect to find the Pokémon.



▲ The Unowndex is a great way to keep track of all the different Unowns you catch in the Ruins of Alph. The display at the bottom of the screen shows the sequence in which each symbol was caught. Hmm, mysterious!

Earl's Academy

Earl's Academy is a fantastic new addition to the Pokémon Stadium series and should be one of the first places to visit.

Once you step inside you'll find every single shred of knowledge and every last fact about the wonderful world of Pokémon.

Even if you think you're a Poké fanatic already you're sure to discover something new in Earl's Academy.

► When you enter Earl's Academy you can choose between his Classroom or Library. Doesn't Earl look like a typical boffin!



Classroom

Earl's Classroom is a brilliant way to pick up battle tips and then get a chance to put them to practical use.

There are three different levels to improve your battle skills, Trainer Class, Gym Leader Class and Elite Four Class, so go for it!



▲ The Lecture Mode is where Earl teaches you the facts about battle strategy. There's lots to read here, but it's worth taking the time to learn.



▲ This must be the only test you'll ever enjoy taking! If you get a high percentage of questions right you can enter the Skill Test. You won't win a million, but it's a great laugh.



▲ In the Skill Test, you battle other students. If you correctly follow Earl's instructions and pass the test you can move up to the next training level.

Shhh! Be quiet

If you thought the library was a stuffy old building full of boring books, think again.

Earl's Library is an incredible source of data about Pokémon and is packed with bright menus and easy to understand charts.

Just select a topic from the main menu to find out all you ever need to know about your fave monsters.



► The Items option lets you search for info about kit found in all Pokédex GB games listed either by name or by effect, including HMs and TMs.



► The Egg Groups option deals with the breeding of Pokémon in Gold and Silver. Use it to check for compatible Parents. You can check by name, group or baby.

► The Type Match Up option consists of a handy chart which is vital if you want to know which attacks work best against each Pokémon. Right, let's see, Water versus Fire Type. Who's going to win one of those ferocious battles...



Get fighting

This is what it's all about! The main battle arena where you can send your beloved Pokémons!

There have been several tweaks since the original, but the basics remain the same. Unfortunately, Ho-oh, Lugia, Mew or Mewtwo can't be rented and Celebi is no where to be seen. Wah, not fair!



When you enter one of the Stadium Cups you can pick your team of six from your cart or select a squad from the Rental Pokémons.



To save the hassle of choosing a new Rental team every time you battle, you can register up to ten teams for three of the Stadium Cups.



You can't rent this rare lil' fella in Stadium 2, so you'll have to have one of your own already saved on your GB game. Bummer!

Free Battle

White City's Free Battle Option is nearly the same as the one in Poké Stadium.

This is the multiplayer battleground where you can have all sorts of fun with your mates, or just practice against the computer if you're feeling a bit anti social.



Go to the Free Battle Main Menu to choose your team combinations and pick under which rules you want to battle. Look carefully, and you'll see the eyes of the guy and gal on the right blinking. Spooky!

Cup fever

The names of the Stadium Cups may have changed slightly, but the basic rules are the same.

You battle a computerised trainer and you cannot have more than one of your team of three asleep or frozen at the same time in battle. Let's check out the details of each Cup competition...



Poké Cup

- Only open to Level 50-55 Pokémons
- Combined Levels must not exceed 155
- Mew, Mewtwo, Lugia, Ho-oh and Celebi are banned



Little Cup

- Only open to Level 5 Pokémons
- Dragon Rage and Sonic Boom have no effect in battle
- Only unevolved Pokémons capable of evolution qualify



Prime Cup

- All Pokémons up to Level 100 can be entered
- No level restrictions
- Anything goes, baby!



Challenge Cup

- Battle using pre-selected Pokémons only
- Four level classes
- Beat them all to become the Challenge Champ



You can choose to fight in any of the battle arenas in Poké Stadium 2 including the Classroom and any of the Gyms that you've managed to unlock in the Leader Castle.



You can participate in some riotous tag team matches with up to three of your mates at the same time. Although you work as a team you only get to control the Pokémons you have entered.

Gym Leader Castle

Remember the Castle from the first Stadium game?

Well, it's returned and again you must climb to the top of the Castle, battling 21 Johto Gym Trainers as you go.

If you've already beaten this lot in Gold and Silver you'll relish the chance to face them again.

All their Pokémons are at Level 50 or higher which makes it an incredibly tough challenge.

Have you got the guts to climb to the top of Gym Leader Castle? You'll need to be good 'cos their Poké are over Level 50.



We think...

The new features and the beauty of the characters in Poké Stadium 2 will knock your socks off. No true Pokémaniac will want to be without it. Period.

neo

DISCOVERY

*Discover
the secrets
of the Unown*

- More than 20 brand new Pokémon
- Great new game play opportunities

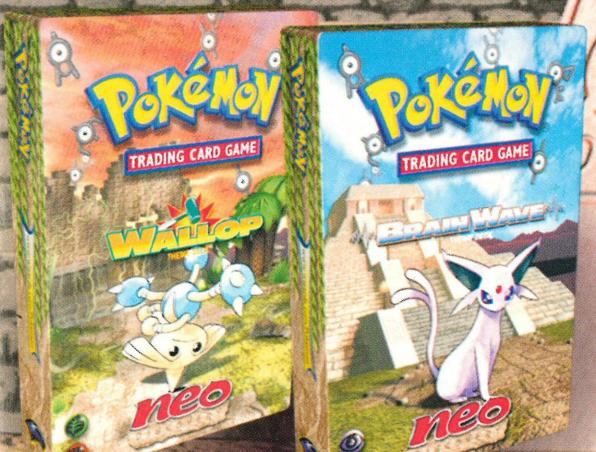


Join the game!

Pokémon

TRADING CARD GAME

www.wizards.com/pokemon



© 1999-2000 Nintendo, Creatures, GAMEFREAK. Presented by The Pokémon Company. Nintendo and its logo, and Unown are trademarks of Nintendo Co., Ltd. © 2001 Wizards of the Coast, Inc. ® 2001 Nintendo.

New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

0-44	Real rubbish
45-64	Still not worth playing
65-79	Nothing too special
80-89	Pretty good, but not exactly great
90-100	Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



GAME BOY ADVANCE

Super Mario Advance p14
F-Zero
Maximum Velocity p18
Chu Chu Rocket p21
Rayman Advance p22
kuru kuru kururin p25

Tony Hawk's
Pro Skater 2 p26 ►
Konami Krazy Racers p30
Castlevania
Circle of the Moon p32
Pinobee p33



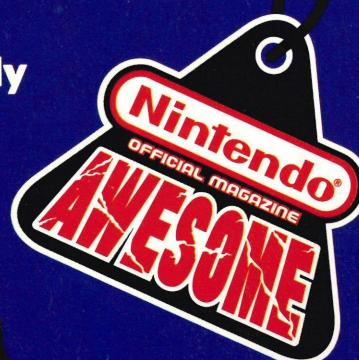
Super M Advance

Game Info

By: Nintendo
Price: TBC
Release: 22 June



Mamma mia! The portly plumber and his pals sure look tasty in this mighty fine piece of platform pie...



WE SAID → "This is going to be a real treat for Mario fans, especially those who remember the Super NES titles."



LOOKS → It's just a Super NES in the palm of your hand! Mario and his pals look astonishing and the worlds are bursting with colour.



It's-a-me, Mario!

No new Nintendo machine would be complete without a Mazza title to sink your teeth into and this certainly hits the spot.

Super Mario Advance is not one, but two games for your dosh, including an update of the classic arcade original and the ace SM Bros. 2.



▲ The Nintendo master and his friends hit the shelves on GBA launch day and it's looking red hot.

The original is now even more fun thanks to the added enjoyment of linking up and battling it out with your mates.

So if you crave some platforming fun with the stars of the Big N that you won't be able to put down, this is the one. Take it away gang...



▲ Join the fearless gang of four as you try to save Subcon from Wart, the evil toad.

Mario



Been here before

Older gamers will certainly recognise this trip down memory lane as it's an update of Super Mario Bros. 2.

The story sees Mazza being haunted by a dream about a land called Subcon, a strange world behind a door at the top of a flight of stairs.

On waking up, Mario can't stop thinking about Subcon and to get away from his horrible dream he takes his pals out for a mountain picnic.

High in the hills they enter a cave, but once inside they spot a long flight of stairs, with a door at the top. It's the entrance to Subcon!



▲ The start of the game sees you drop through a door into the land of Subcon.



▲ Wart's cronies litter the land and you'll need to grab the veggies to waste them.



▲ On your travels, dangers lurk round every corner. Have you got what it takes?

What's new

Being a refresh of an old adventure, Nintendo has gone back to the drawing board for gamers who remember the original.

Hidden rooms have been changed and Wart's hate of vegetables has been made even worse as you can now dig up giant versions.

You'll also come across huge Shy Guys which make excellent weapons and each character can speak, including the game's bosses.



It takes time to pluck out giant vegetables, but they provide some quality firepower against Wart's army.

As well as their mini counterparts, large Shy Guys help you rack up points when they bounce off a succession of nasty enemies.

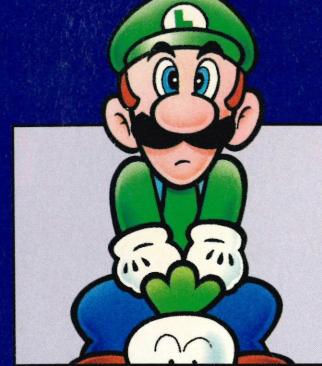


The famous four

Super Mario Bros. 2 gives you the chance to control one of four Nintendo stars during your quest.



Princess Peach

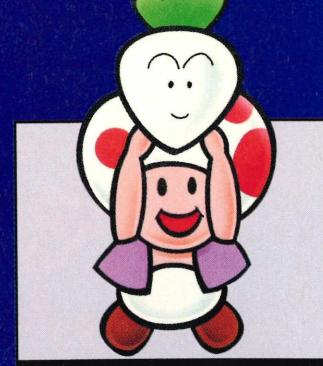


Luigi

Each one has different skills you can call upon during certain levels, including higher jumps and better speed.



Mario



Toad

Good at Watch the lovely lady float over enemies using her fantastic hover move. Great for reaching those tricky disappearing ledges.

Bad at She's very slow at pulling out veggies and her overall speed is a little lacking.

Good at Mario's brother is your man for reaching goodies thanks to his superb jumping powers. You'll have no trouble collecting those extra items.

Bad at Pulling out vegetables quickly is not Luigi's best point, and he isn't very fast either.

Good at The 'tache sporting plumber has good speed and lifting powers which are great against quicker baddies.

Bad at When you're staring a giant gap in the face, you'll be better off with Luigi as Mario isn't a good jumper.

Good at If you feel the need for speed, the mushroom man is the daddy. He can run and grab veggies like grease lightning.

Bad at When it comes to jumping high or over long gaps, poor Toad missed the boat. He's the worst of the bunch.

SOUNDS Forget your GBC, this is where the top tunes are. The foot tapping music is perfect for the game and the character voices will leave you speechless.

Knock them out

Each level's crawling with characters to defeat and, instead of jumping on their heads to kill them, SM Advance is different.

This time you have to land on them, press **B** to pick them up and throw them at your foes to defeat 'em. To add to your weapons, Mario and his friends can pick vegetables out of the ground and chuck them.

Wart hates vegetables and, thanks to the new larger crops, you'll be knocking out his scheming allies in no time.



▲ Land on top of one of the many critters in Subcon and you'll be safe. You can even pick them up!



▲ To aid you in your quest, vegetables can be pulled out of the ground. Try and bounce them off baddies for more points.



▲ Quick! The big Shy Guy isn't looking. While his back is turned, why not throw a tasty piece of veg?



▲ Sometimes you'll find your way ahead is blocked by a brick wall. Grab a bomb and detonate it near the wall.

ONE PLAYER → The platform quest is very satisfying, although the Mario Bros. arcade game is tricky and a bit of a disappointment.



Multiplayer mauling

There are two link up games you can play with your mates in Mario Bros.

In Battle mode, it's your mission to take on your buddies and be the last Mario standing. But for even more fun, there's a Classic mode where you must team up with a friend to grab the Coins and flip the critters onto their backs.



▲ Wait for the spiky shelled critters to scuttle out of the pipes and give them a boot up the bum. That'll teach them!

► Drop the POW block and you'll wipe out all the nasties who are on screen. Show no mercy, you Italian stallion!



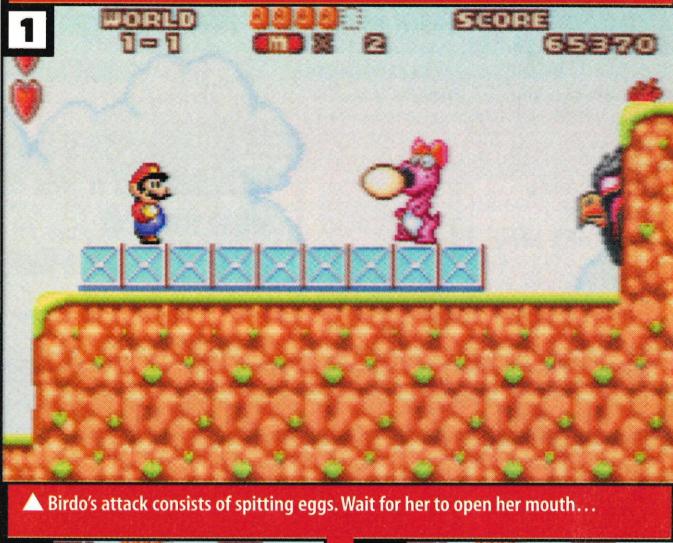
Watch the Birdo

The end of level bosses are tough nuts to crack and you may well recognise some of those you've got to defeat.

If you've played Mario Tennis on N64, you'll see one familiar face in particular, the egg spitting pink dinosaur, Birdo.

As you battle it out, the only way to defeat this tough talking lady is to turn her eggs and fireballs against her.

When Birdo spits them out, jump on them, hit **B** to snatch them up and you'll be able to chuck them straight back for instant damage.



▲ Birdo's attack consists of spitting eggs. Wait for her to open her mouth...



▲ ... and jump up when an egg blasts towards you. Time it right and you'll land on top.



▲ All that's left for you to do is lob it straight back at Birdo. She doesn't like the taste of her own medicine!

MULTIPLAYER → Very confusing at times as there is so much happening on screen. We hate to say it, but it's not as good as we hoped. Sorry, folks!

**Nintendo®
OFFICIAL MAGAZINE
GAME SCORE**

For a GB Advance launch title, you won't find much better. The lush graphics make this sweet, even if the multiplayer battles are a slight letdown.



91%

F-Zero

WE SAID "This is a must for all racing fans, and brilliantly showcases what Game Boy Advance can do."

Maximum Velocity

The pocket rocket gets a game that really pushes the speed envelope. Strap yourself in, and don't forget your sick bag...

Game Info

By: Nintendo
Price: TBC
Release: 22 June



LOOKS It's a total beauty! If this is what the first generation looks like, we're in for an unforgettable ride.

Look! No wheels

F-Zero Maximum Velocity is so futuristic that the racing ships don't have wheels, they float above the track!

Thanks to magnetic force fields, these super powered zero gravity racers are suspended in mid air, making them capable of speeds that'll make your eyes water as you hurtle round the courses.

Initially there are four machines to choose from, offering a racing style to suit everyone and a turn of speed never before seen on a handheld...



Hot Violet

The easiest machine to start with is this purple powerhouse. It offers good balance, speed, acceleration and boost time.



Crazy Horse

The craft has the highest boost speed of the four. It's great at turning, although its boost time and balance is below par.



J.B. Crystal

This retro looking ship has the lowest top speed, but the best acceleration. It's also got a long boost time and ace balance.



Fire Ball

Its acceleration lets it down, but it does have great balance. The red Fire Ball is also the strongest ship and the fastest of the lot.

Faster than fast



▲ When we say this is fast, we really mean it.



▲ The detail around the track is most impressive, with huge cities in the distance.

he mode show

F-Zero Maximum Velocity is a big ol' game, and packed full of ace options that'll extend the life of this cool title.

Whether you just want to pick up and play, or go head to head with other speed freaks, this nippy racer's got a game mode for you.



▲ The main race mode is huge with over 16 tracks to blast. Not bad, eh?



▲ The Time Trial mode is ideal for testing out tracks before the Championship.

On course for brilliance

What makes F-Zero Maximum Velocity such an amazing game is the variety and sheer playability of the tracks.

To start with there are three race series available, and once you've beaten them in Expert mode, you can progress to the testing Queen series.

Pawn series



Bianca City

The track is suspended above a huge, sprawling city, with futuristic towers far away in the distance. This course is one of the simplest, with some nice easy corners.



Stark Farm

This desert course offers many more twists and turns than Bianca City. It's also got corners and chicanes littered with debris, making accurate racing a must.



Laputan Colony

This course has even more narrow stretches and a high speed split in the track, which means you'll need a very steady hand if you want to survive.

Knight series



East Ten Side

This crazy course has a never ending series of deadly corners. Luckily, many are wide so you can catch up if you come a cropper.



Beacon Port

A seriously fast course with tons of purple speed boosters and a tricky section that involves speeding through an intersection.



Synobazz

This track looks deceptively easy, but it has a real sting in its tail! There's a section littered with mines that can cause lots of damage.

Bishop Series



Bianca City

This twisting track is much more testing than its Pawn counterpart. It's narrower and by this stage your opponents will be hell bent on stopping your progress.



Ancient Mare

Things are getting tough now, and Ancient Mare is the hardest F-Zero course yet. It has a roundabout style section that'll have you bouncing all over the track.



Crater Land

This course is all right angle bends and it's also very narrow in parts. Fierce magnetic fields will pull your ship to the side of the track, too, so keep your eyes peeled.

SOUNDS Plug in your earphones and you'll really appreciate the leap in quality. A great soundtrack to speed along to.

Shoulder buttons ahoy!

You'll have noticed two new buttons on the top of the GBA. They are there to offer enhanced gameplay and they form a vital part of F-Zero's control system.

As well as being used to offer a boost, they can be pressed to perform a sharp turn. This is vital as some of the tracks have some nasty hairpins and chicanes. The shoulder buttons can also be used to barge opponents out of the way.

► By using your shoulder buttons you can shave seconds off your lap times, essential for later tracks.



► Nothing beats the feeling of barging your fellow racers out of the way.



► The only problem with using the shoulder buttons is a tendency to oversteer, so keep practising.



Boost yourself up

With your right thumb spread firmly over the accelerate button, you'll be impressed with F-Zero Maximum Velocity's turn of speed. And quite rightly so, especially when you drive over the purple speed boosters.

But that's only half the story 'cos, after you've raced a lap, you'll be able to use your race craft's speed boosts with a total of three per race. These work when you hold down both shoulder buttons and, if you're not impressed with the insane speed boost, you're probably dead.



► The green repair pit lanes are usually found just after the start line, so don't forget to drop by.



► Some of the boost arrows are best left alone, especially ones just before a series of tough bends.

Link it up!

One player F-Zero is fantastic, but if you really want to nudge the funometer into the red, you need to get together with three other mates. Then the fun can start!

F-Zero supports four player gameplay with only one game cart, plus three Link Cables.

If you play this way, you'll all use the same racing ship and thrash round the same track. But it's just as fast as the one player mode, although trackside detail is sacrificed to ensure a decent speed.



► With not even a trace of slowdown, this is a classy multiplayer experience. Fancy a game?

▼ The black areas are, in fact, debris that disrupt the magnetic field, slowing your craft down.



► Avoid the land mines found on some of the tracks at all costs. They really cause serious damage!

GAME LENGTH Reaching F-Zero perfection will require a religious dedication, but the rewards are amazing tracks and super fly racing ships.

Nintendo
OFFICIAL MAGAZINE

GAME SCORE

F-Zero delivers an experience that's a pleasure to play and looks fresh, sharp and stylish. With a top multiplayer mode too, you really are onto a winner.



91%

Chu Chu Rocket

Game Info

By: **Sega**
Price: **TBC**
Release: **22 June**



LOOKS → Fast and funky, with a style all of its own that works well on GBA.

Fully loaded

Chu Chu Rocket is amazingly fast paced, with up to a hundred mice on screen at once.

Every minute or so the game mode changes, so your rocket might move to a new location, or the mice might speed up or slow down. This keeps you on your toes and makes for some hot gameplay.



▲ You have to be pretty quick witted to get ahead in Chu Chu Rocket. There's no time to slack off in this game!



▲ You'd better watch out for opponents placing arrows, nicking your mice, or sending cats your way. They'll stop at nothing to keep you from winning.

GAME LENGTH → If you can hack the insane pace you'll find this a revelation, with some awesome replay value.

Mice idea

Chu Chu Rocket is the first fruit of Sega and Nintendo's new found love for each other. And, if devilishly frantic multiplayer puzzle games are your thing, you'll be happy that these two are getting together.



▲ All you need to know is cats are bad, and mice are good. Remember this and you'll go far.

The aim of the game is simple. All you have to do is direct hundreds of mice to your rocket, while avoiding the attentions of hungry cats. Do this by placing direction arrows on the ground, routing the mice to your awaiting rocket.



▲ It pays to keep an eye on your opponent's score so you know when to stich them up.

SOUNDS → As addictive as they come. If you're not humming the theme tune after your first go, then you've got no ears.

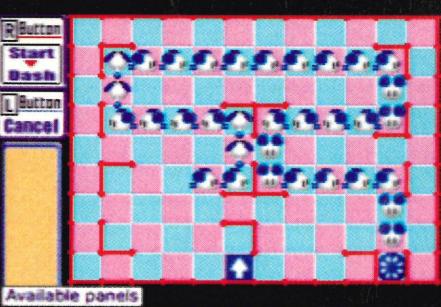
Lots to do

There are masses of gameplay modes to sink your teeth into. There's a Four Player Battle, a Team Battle, Stage Challenge and a Puzzle mode, plus an option that allows you to play courses designed by players of the original version.

You can also create courses, either as multiplayer stages or as single player puzzles. All in all it's jam packed with groovy stuff to do, especially if the mobile phone link up option comes out over here...



▲ The Puzzle mode is really great fun, with a huge number of tough brain teasers to wrap your head round. Hmmm, tricky.



▲ Some puzzles involve using a set number of arrows to get your mice into the rocket, and boy, are some of them hard!

**Nintendo®
OFFICIAL MAGAZINE
GAME SCORE**

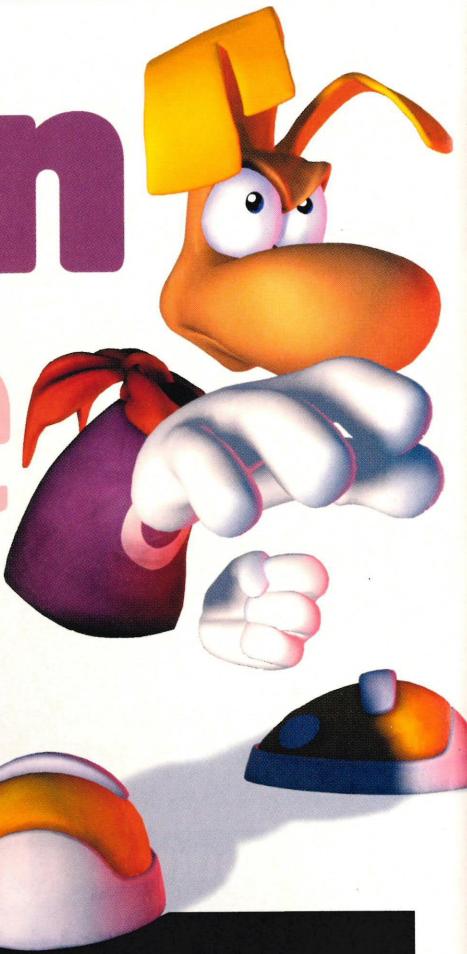
Some players might find the pace of Chu Chu Rocket a touch on the hectic side at times but, if you love puzzle games, this is a great choice. Not only is it amazingly original, it's also challenging and good fun too.

89%



Rayman Advance

He's got no arms or legs, but he's somehow got to save the universe in the GBA's most colourful release.



Game Info

By: Ubi Soft
Price: TBC
Release: 22 June



GAME BOY ADVANCE

WE SAID "With games that look as good as Rayman Advance, it's not hard to see why there's such a buzz surrounding GBA. This title really shows off the new machine to spectacular effect."

Amazing looking

N64 owners were lucky enough to play the awesome Rayman 2, and now GBA owners can marvel at the first outing of the little limbless fella.

Rayman Advance is a direct port of the million selling original Rayman game, so you can expect colour by the bucketload and some razor sharp, side scrolling action.



► You can't help but warm to the little guy. He's just so damn cute.
► This is what you're looking for. Go get those Electroons, Rayman.



► Are you ready to take on the might of the dastardly Mr Dark? He's a nasty piece of work, and a tough nut to crack. Time to get to work...

The story so far

Rayman lives in a beautifully weird valley, inhabited by some of the most damnable cute creatures ever to grace a video game.

The peace of Rayman's land is shattered by Mr Dark, a sinister character who despises the peace and tranquillity of Rayman's world.

He's kidnapped all the Protoons, the very things that create the land's harmony and you've got to find them with the help of Betilla, a kindly fairy.

The Protoons and Electroons are scattered throughout the magical land and you're the only hero who can find them. Cue a massive adventure...



► Protoons are vital to the peace and stability of Rayman's world...



► ...so it falls to you to stop the crime of the century, and track down Mr Dark.



► Unfortunately the Electroons are hidden in some really devious places...



► ...but when you do find them, they're very, very grateful.

Learning curve

At the beginning of the game, Rayman has no powers other than jump and his sorry grimace. At various stages in your adventure you meet Betilla the fairy who offers useful special abilities like punch, hang and fly.

You are also given powers later on that you needed in the earlier levels, so you have to travel back through the areas if you want to rescue all of the Electoons. Make sure you master those moves, 'cos Mr Dark is one tough egg to beat.



▲ Betilla is a nice, kind fairy, who's only too happy to help. Pay attention to what she says though, or you'll come unstuck.



▲ At the start of the game the only attack you've got is Rayman's freaky grimace, which frightens some of the softer enemies.



▲ Before too long you'll be given ace new moves like sprint. This gives Rayman a speed boost, ideal for getting out of trouble.



▲ And he's off! Look at the funny dude make like an Olympic sprinter. Be warned, the sprint boost only lasts a short time.

Animated fun

As you wander through Rayman's surreal world, you can't help but be impressed with all the characters you come across.

Some are enemies, some are friends, while others are just hanging out. What they all have in common is supermodel looks and a silky smooth way of moving.



◀ Even ledges seem to have a personality of their own. Neat, eh?
▼ Rayman's got a whole range of expressions, from happy through to sad.



LOOKS → Rayman Advance is stunning and literally buzzes with life. The only drawback is the size of Rayman himself. He's a little too big, making it tricky to see what's ahead.

Hard as nails

Rayman Advance may look cute and colourful, but this is one seriously hardcore platformer. The game breaks you in gently, but once you've completed the early areas the difficulty level steps up several notches.

The enemies get more tricky and annoying and you find yourself wanting to throw your new bundle of joy across the room. While this may put off the casual platform fan, those who are prepared to persevere will be rewarded handsomely.



▲ One of the toughest bits is guiding this insect through a course littered with danger.



▲ Sometimes you have to jump into the unknown, which is pretty hard, even for platform experts.



▲ Being a side scrolling platformer there's a fair bit of jumping from ledge to ledge. You'll need nerves of steel, and a steady hand.

Power up

All you platform nuts will be pleased to hear that the game has a fair smattering of power ups that help Rayman in his adventure.

So keep an eye out for special Golden Gloves that give Rayman a super hard punch, or little Rayman statues that restore health. Let's take a look...



▲ This is the first Golden Glove you'll see, but how do you reach it?



▲ These wicked little Rayman statues give you an extra life.

Bad boys

Over the course of the adventure you'll come across all manner of enemies, from safari suited goons, to annoying bullets, complete with wings.

But with Rayman's awesome arsenal of moves at your disposal, you'll be able to make mincemeat out of them in no time. Right?



▲ Players will need to summon all their gaming skills if they want to beat every boss and win each battle.



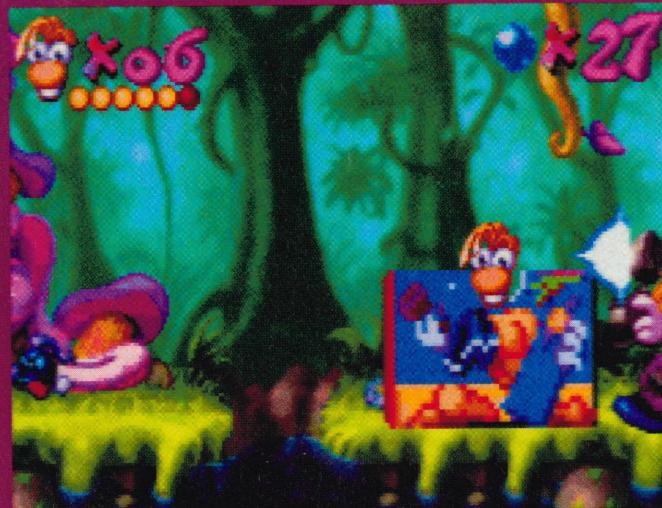
▲ These green skinned enemies are found throughout the game. They're not too clever so they shouldn't pose much of a problem.



▲ Despite the game being quite a tough challenge, we have to say the controls are very sharp and precise, which is essential for a platformer.

Save it!

When you play Rayman Advance for the first time, you'll probably be left wondering how to save the game.



▲ The first time we came across this character, we didn't know what he did.

What you've got to do is check out the dude with the camera, smile for the birdie and your game is saved. Simple when you know how!



▲ Rayman does a little jig every time he reaches the end of a level. What a dude!

SOUNDS Incredibly cheerful, and as sweet as double cherry pie. Nice character sounds, too.

I smell boss

You can't beat a good boss battle, and Rayman has a top selection to fight.

Although they may look nice and friendly at first, don't be fooled! Behind their cuddly appearance lies a heart of pure evil.

As the game progresses, they'll get tougher and tougher. Let's check out our faves...



▲ Rolling pins and knives can only mean one thing. Yep, looks like another boss battle.



▲ Watch out, Rayman, he's packing lead. D'uh! Too damn late. Back to the start you go.

GAME LENGTH With 60 levels spread across six worlds this is a fair old size and bound to keep platform nuts happy.

Nintendo®

OFFICIAL MAGAZINE

GAME SCORE

This is a brilliant accomplishment. Rayman Advance offers a fantastically rewarding adventure that's intensely playable and nothing short of gorgeous.

90%



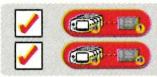
kuru kuru kururin

Game Info

By: **Nintendo**

Price: **TBC**

Release: **22 June**



It's not a spinning stick, it's a rather strange looking helicopter!

WE SAID "A game starring a spinning stick! Only Nintendo could think of that, and only they could make it fun."

Wacky races!

We're accustomed to innovative and wacky ideas, but even we scratched our heads when we played *kuru kuru kururin*.

It's a puzzle game starring a character called Kururin who's on the hunt for his lost buddies. To find them he has to navigate his crazy helicopter contraption through a series of well hard mazes. Sounds easy? Think again.



▲ There are plenty of different helicopters to collect.

LOOKS The game doesn't exactly push the GBA to the limit. Despite this it's pleasing enough to look at.

Who's the best?

The game offers a four player mode with either one or four carts, which makes for some pretty fraught gameplay.

There's also an option to alter the size of your blades, useful for easing you into the game.



▲ There's a ghost of your best time in Time Trial mode.



▲ Pistons start your blades spinning the other way.

SOUNDS Again, nothing to make you sit up and take notice, which is a shame.

My head hurts

Guiding a helicopter sounds easy. When you see the improbable gaps and bends you have to steer through, you'll think again.

Not only is the game a test of nerves and timing, it's also against the clock. And if the tips of your 'copter's blades hit the sides three times, you're back to the start. Arghhhh...



▲ You've got to know when to go for it.



▲ Perhaps try using the smaller blades first.



▲ Hitting the sides also gives you a time penalty.

GAME LENGTH This is where the game really shines, with gameplay that makes you want to have just one more go.

Nintendo®

OFFICIAL MAGAZINE

GAME SCORE

An interesting title that's very challenging to play. Many gamers will find the difficulty level a bit on the tough side, but if you persevere you'll find an extremely engrossing game.

84%

Tony Hawk's Pro Skater 2

WE SAID "Intensely playable and drop dead gorgeous, this is a real stand out title."

Tony Hawk's on GBA, looking every inch the killer game we'd hoped. Get ready to be very impressed...



Game Info

By: Activision
Price: TBC
Release: 22 June



Point of view

The first thing you'll notice is the change of perspective. Gone is the behind the skater view, replaced by an isometric view, much like the perspective seen in footy games.

Despite this, the makers have managed to fit in all the ramps, jumps, rails and half pipes seen in the home console versions of the game, and as before you can skate just about anywhere your heart desires.



▲ The character animations are just class, sheer blooming class.



▲ Rattling up a mega score is what it's all about. Do you dare to get serious air?

Feel the power

The man who's made skateboarding cooler than a winter's day in the Arctic is back, offering a GBA game that defies expectations, and looks set to leap to the top of most people's Game Boy Advance most wanted list.

With many of the tricks, skaters and arenas seen in the N64 game, plus a selection from the red hot sequel, it's hard to believe the game's running on GBA.



▲ Skating on the blades of a helicopter? No problem, just watch this.

► They said GBA wasn't a 3D machine. They lied about that.



▲ With the change in perspective, it's quite hard to keep the skaters balanced while grinding. But, with the balance gauge, it's a trick you'll quickly pick up. Honest.



▲ As a general rule of thumb, if it's there you can probably skate on it, and this warplane is no different.

To the max

We were stunned when we played Tony Hawk's, it looks that good. But still shots just don't do the game justice.

There are an incredible 6000 skater animations in the game, while the skaters themselves are made up of 300 polygons, which is only 500 less than Mario in Super Mario 64. And that's cool, in anyone's language.

► The skaters move in a very realistic fashion, and fall over as well as any human skater.



Superstar skaters

Hardcore skate fans will no doubt recognise many of the skaters featured in the game, and probably have a favourite.

Like real life, they've all got strengths and weaknesses, so let's have a look at the choices on offer...



Geoff Rowley

Geoff is in fact from Liverpool, and is known as the 'one man English invasion'. He's a great grinder, and a dab hand at air tricks.



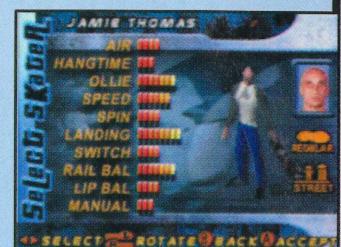
Chad Muska

This American was named Transworld Skater of 1999, and as a skater he excels at Ollies. He's also a pretty decent DJ.



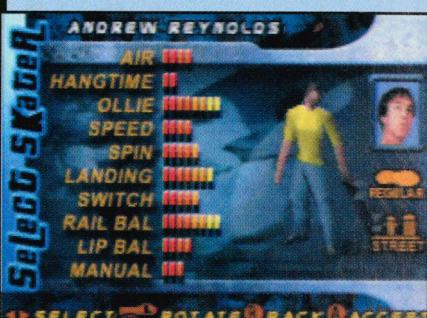
Elissa Steamer

She's the first female skater to have a pro board named after her. She's undefeated in the all-girl events, and now competes against the men.



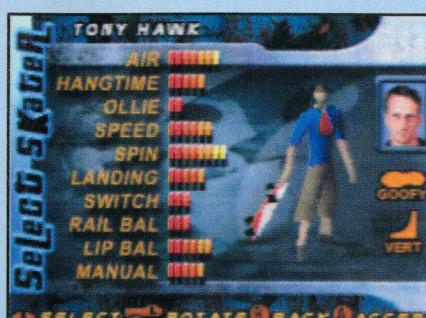
Jamie Thomas

Jamie has been a pro for six years and he's the only skater to attempt the death defying Leap of Faith trick without breaking his legs.



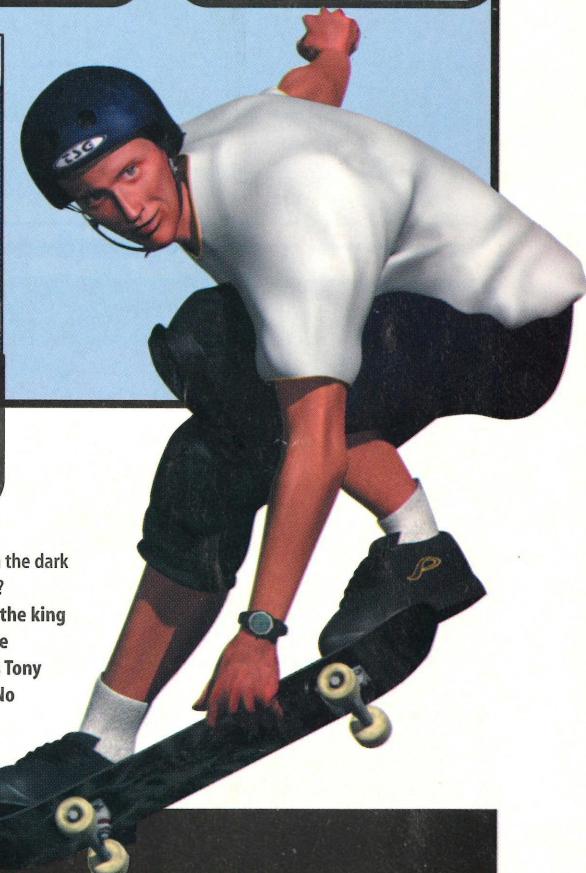
Andrew Reynolds

This California based skater has been a professional since 1996, and is one of the most fearless boarders on the pro skate scene.



Tony Hawk

The undisputed king of skaters. Tony's created over 50 tricks in his time. His biggest achievement was landing a 900° spin, which apparently is quite tricky.



► Wanna play in the dark and gloomy park?
► Tony Hawk is the king of skaters, and he apparently loves Tony Hawk's on GBA. No kidding, Tony!



Stuff to do

There are three main gameplay options for skate fans to cut their teeth on. We suggest trying out the Free Skate mode first to get used to the GB Advance controls.



Single Session

Tony Hawk's fans have their favourite skate area and with Single Session you can go back to it again, and again. But firstly you must unlock your chosen arena in Career mode, and that certainly takes some doing.



Free Skate

Like the name suggests, it's a place to try out tricks before getting stuck into the Career mode. You'll only be able to skate one arena at first until you open up some of the tougher parks in Career mode.

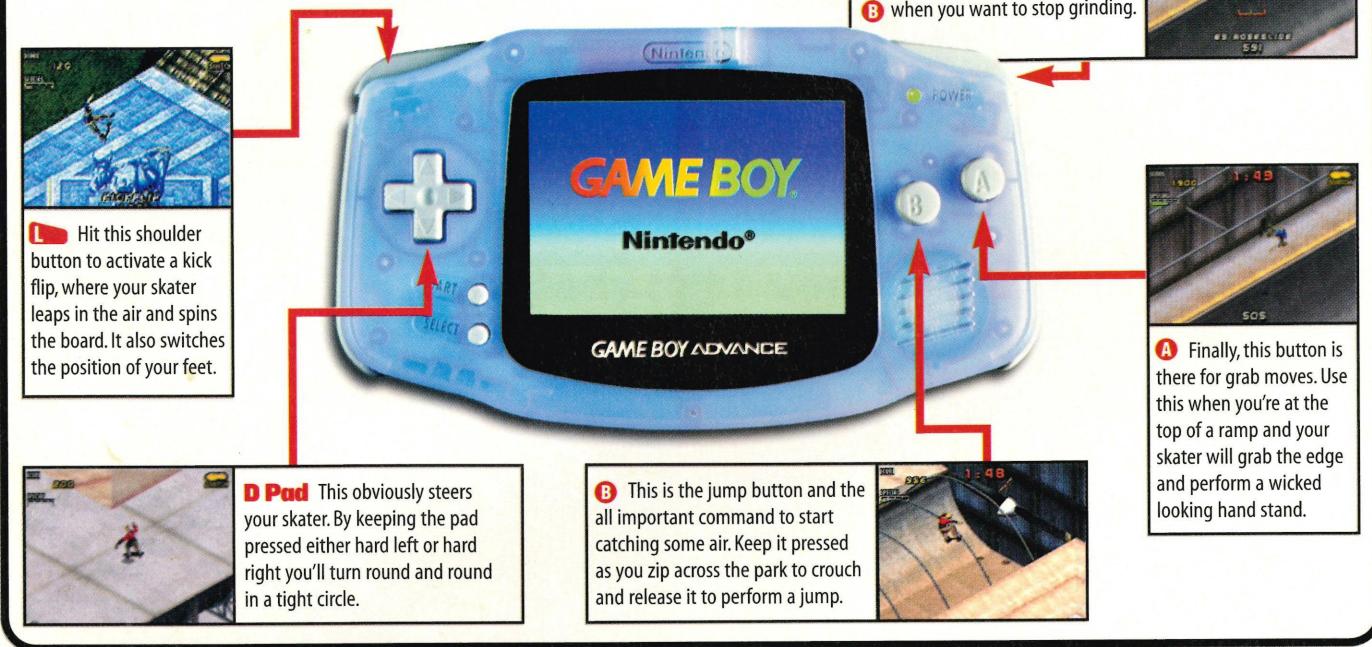


Career mode

Before skating each area in the Career mode, you're given a list of objectives, like collecting money, or pulling off certain moves. By completing them you'll earn dosh to unlock other areas and skaters.

Trick time

Tony Hawk's is all about dazzling tricks, whether they be in the air, or on a rail. But before you can get on and break your legs, you need to know how the control system works. Pay attention, we'll be asking questions later.



Grind away

Because of the game's new perspective it can be difficult to balance the skaters when they're pulling a long grind.

Because of this there is a gauge that indicates whether you're perfectly balanced to survive the grind. By pressing either left or right you can adjust your balance, making the whole thing a lot easier.

► To attempt this in real life takes a fearless stupidity, on GBA it requires excellent hand coordination.

▼ To stop your grind, press **B**, and you'll be back on solid ground.



SOUNDS Like the N64 version, the accents on loud guitar music, except this time there are no vocals. Does the job though.

Airborne fun

Phat air, and outrageous tricks. This is the world of the gnarly skate dude, or so it says here.

And to get the high scoring combos, which is the only way to rack up a really big score, takes coordination and real nerves.

By pressing the **L** at the highest point of a ramp or half pipe, and using the **A** and **B** buttons, you can pull off literally hundreds of tricks.



► It's possible to grind over the semi circular bars that straddle the half pipe. Or like us, you could try pulling off a Heelflip! Either way, you'll have fun.



► Is it possible to land safely from this height? Guess we'll find out...



► Picking up all the items found on the Career mode areas is tough.

Money to burn

Without any greenbacks in your pockets your progress in Tony Hawk's will be seriously limited.

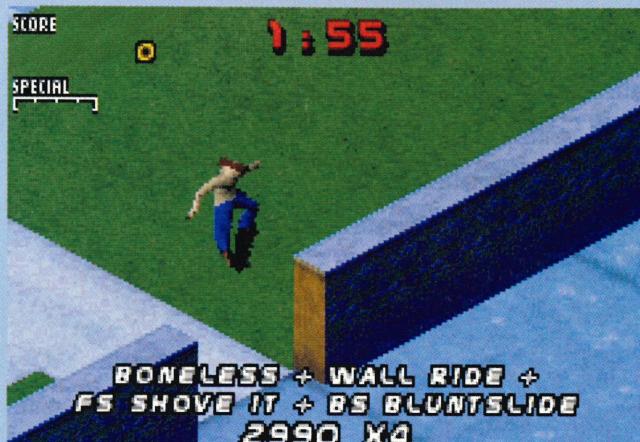
Money can be earned in the Career mode by completing the various tasks, and by saving up your cash you can buy better boards, unlock hidden skaters and open locked courses.



▲ Big trick combos means big points, and points mean prizes in this game.



▲ The Hangar area is the only skate park open at the start of the game.



▲ You need to know when to pull a big combo if you want to get away without crashing.

Claret warning

Anyone who's ever wiped out trying to pull off a tough trick will know how much it hurts.

For the rest of us who would rather pull out our own teeth than pick up a skateboard, the makers have included blood, lots and lots of it.

If you're unlucky enough to crash and burn, you'll see plenty of claret spouting all over the floor. Nice.

► Our man's got some serious air off that ramp. Let's see what death defying tricks he can pull off as he shoots off the end...



▲ Oh, no! It's not looking good, he's on his back, sliding down the ramp. That's gonna hurt big time.



▲ Arrggghh! It's a bloodbath as the red stuff comes thick and fast. Elastoplast anyone...

More on the way

If you think this game looks impressive, wait until you see the forthcoming GameCube version of the game.

The title is being made as we speak, and initial reports suggest it's going to be the best looking Tony Hawk's game on any platform.

We'll be the first with shots of the game, so keep checking NOM...



▲ The daddy of the skate park is coming to GameCube and we can't wait!

GAME LENGTH → Opening all the arenas is a task in itself, but the real challenge is finding all the tricks, which will take ages.



**Nintendo®
OFFICIAL MAGAZINE**

GAME SCORE

An incredibly polished game, that's instantly playable, with a depth of gameplay rarely seen on a handheld. Deserves to be on top of your shopping list.

92%

**Nintendo®
OFFICIAL MAGAZINE**

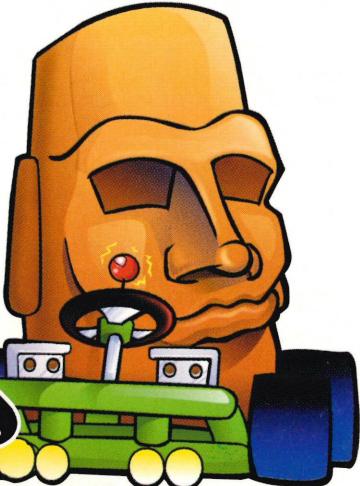
AWESOME



92%

Konami Krazy Racers

Whatever the Big N crew do, Konami can do better. Goemon's going kart crazy...



Game Info

By: Nintendo

Price: TBC

Release: 22 June



▲ Put your pedal to the metal and win every cup in Krazy Racers. The top of the podium awaits.

WE SAID "Konami Krazy Racers is already a firm favourite, with spot on controls and great characters."

Cartoon cruising

It might be a bit of a wait until Mario Kart Advance gets the green light, but in the meantime there's a gem and it's revving up on the grid.

Krazy Racers is a cartoon hoot that sees you battling against all your favourite Konami stars, including Goemon and Ninja for Metal Gear Solid.

Where the GBA's serious racers like GT Advance have failed, this looks a speedster's dream thanks to some top tracks and fabulous weapons.

And the power of the GB Advance certainly makes sure you're in for a treat as you punish the pedal with all you've got.



▲ Say hello to the Konami crew, the wackiest dudes on your GB Advance!

LOOKS The tracks look like a work of genius and they're made even better by the bold, colourful graphics on show.

Konami stars

Ask someone to name Nintendo's biggest stars and the likes of Mario and Luigi will roll off their tongue.

But do you know many Konami characters? Well, you certainly will once you've played this to death. Krazy Racers features no less than eight drivers from Nintendo and GreyStation titles, so let's meet the crew...



▲ Yee hah, Grandma! You'll get to catch some wicked air as you sail over the jumps. Just make sure you don't look down as you fly over the gaps in the track.



▲ As you make your way around the wacky courses, you'll come across plenty of obstacles like these crates, which'll slow you down if you hit them.



Goemon

The spiky haired star of the *Mystical Ninja* series is the star of the show and a belting all round driver. Pick him and you're onto a winner.



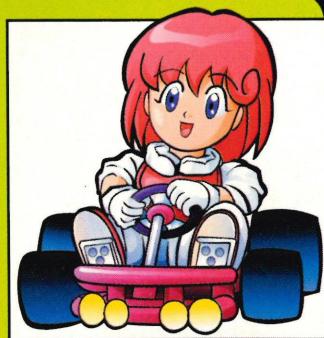
Ninja

Solid Snake's ally from *Metal Gear Solid* blasts onto your GBA. Win a race and he'll activate his stealth camouflage suit.



Dracula

In addition to *Circle of the Moon*, the bloodsucking fiend from *Castlevania* rises once again to try his luck down on the race track.



Madoka

This super cute lady starred in *Twinbee* and is all set to test her skills. Don't mess with this girl 'cos she means business.

SOUNDS Plug in your headphones for some beaut ditties, although the whining engine noises drown them out during the races.

Ready, aim, FIRE!

Cartoon racing games like this wouldn't be complete without some tasty weapons to use.

Drive through a bell and you'll be able to unleash a missile from your kart. There are loads on offer, including bombs to lob backwards or forwards.

Unfortunately, one piece of arsenal may turn you into a pig. If this happens you'll only be able to bounce along without using any weapons.

► Red and blue bells litter the tracks. Smash through them and you'll grab some wacky weapons.



► Look out for the pack of three nukes and the nearest driver to your wacky racer will be blasted into oblivion. He doesn't stand a chance!
► Oh dear. If you get fried by an opponent you'll have to trot along as a wee little pig! And you won't be able to use any weapons. Oink, oink!

Up to the challenge

There are tons of extra games to play. One of our favourites is similar to a Mario Kart battle game that sees you racing round in a game of hot potato, only with a bomb.



► Gotcha! The aim of the game is to pass on the bomb before the time runs out. Whoever is left holding it when the clock reaches zero is the loser.

As the timer ticks down, it's up to you to crash into another racer to pass on your ticking cargo. The one left holding the bomb when the clock hits zero is the loser.



► Quick! All your challengers are getting away and the clock is ticking down. You've only got a limited amount of time. Better get rid of the bomb!

Mad tracks

The range of tracks is extremely impressive in Konami Krazy Racers and really shows off what the GBA is capable of.

Glass courses enable you to spot drivers underneath while other tracks above the clouds have nothing to stop you from falling off.

One of the best is the diamond baseball pitch complete with giant bases and a huge plate to zip across.

Look out for the huge baseballs which are blasted into the air, too. Just one direct hit will squash you as flat as a pancake.



► Hit the gas when the time is right and your Konami star will cruise to the front.



► It's a long way down so you'd better keep your eyes on the road ahead as you try to grab the lead.



► The baseball track is excellent fun, but watch out for the fast balls that land on the circuit.



► The first course is a great place to pick up some speed and learn the controls.

GAME LENGTH ► Plenty here to keep you racing for hours and the tough computer drivers are a match for any Schumachers.

Nintendo®
OFFICIAL MAGAZINE

GAME SCORE

You might ache for Mario Kart Advance, but you could do worse than splash out on this corker. The presentation is class and the racing action is up with the best!



90%

Castlevania

Game Info

By: Konami
Price: TBC
Release: 22 June



Circle of the Moon

This classic spook fest is here to send more than just a shiver down your spine. Scared? You should be...

WE SAID → "Castlevania titles are part of video game history, and this GBA version looks set to be one of the best yet."

Drac's back

Just when you thought it was safe to turn on your GB Advance along comes the Prince of Darkness to shake you up.

An evil witch has brought the Count back to life and you must lead Nathan Graves against his army and save your trainer, Maurice Baldwin.

Using your whip cracking skills you have to fend off poisonous snakes, blood sucking fiends and other members of his dark forces.



▲ Dracula's returned and you must stop him at all costs. Better get your whip out to finish him off once and for all.



◀ As all you Castlevania fans know, only your trusty whip can stop Dracula's forces.
▼ Circle of the Moon is rammed with giant bosses that will leave you terrified!



Master moves

Circle of the Moon takes you back to the days when Castlevania games were amazing 2D adventures.

One thing that also remains faithful to the series is the ability to destroy enemies with one crack of your trusty whip.

For an even better move you can hold down **B** and watch as Nathan spins it around, killing gruesome goons who creep in close.



▲ Hold down your attack button and Nathan will spin his whip in his hands. An impressive looking move, eh?



▲ Jumping and whipping is the only way you can take out some of those nasties. Go, Nathan!
◀ In addition to your whip, you can pick up weapons during the game to improve your arsenal.



LOOKS → Suitably spine tingling graphics, and enough gore to make this an impressive scare fest.

The dark side

Even from the early scraps you'll notice that a lot of effort has gone into the game. The bosses you encounter are jaw dropping!



▲ The spook filled corridors are swarming with Dracula's allies who you must destroy at all costs.



▲ This giant two head werewolf is tough. Crack the whip at his head and let him have it.



▲ Good shot, Nathan! You've knocked the dark knight's sword out of his hand.

GAME LENGTH You won't finish this in a night. Unlocking everything is a huge task.

Nintendo®
OFFICIAL MAGAZINE
GAME SCORE

If you like your games scary and challenging, look no further than Castlevania Circle of the Moon. It might be a little bit too tough for younger gamers, but the wicked boss battles make this well worth a look.

88%

Pinobee

Wings of Adventure

Game Info

By: Activision
Price: TBC
Release: 22 June



WE SAID "The game features amazing looking hand painted backgrounds, making this one action adventure that looks as pretty as a picture."

Buzz away

Mario and Rayman are leading the field, but hot on their heels comes a robotic bee going by the name of Pinobee.

Grandpa Bee, Pinobee's inventor, has been nabbed just before he was about to give his creation a heart. Using your new found forest skills and the help of an unknown fairy, it's up to you to rescue Grandpa.



▲ Three, two, one, we have lift off! Pinobee sure is one rocket powered chap.



▲ Use Pinobee's flying skills too many times and his head will turn huge. That's bad news.



► Collect the flower petals on each level to increase your energy meter.

GAME LENGTH Younger gamers might like the new characters, but this formula has been done many times before. Our advice? Stick to Mario.



▲ It's a long way to Grandpa Bee, so stay alive by avoiding those bomb dropping fiends.

LOOKS Pinobee's world isn't as good as we first hoped as everything looks a bit blurred.

Nintendo®
OFFICIAL MAGAZINE
GAME SCORE

The GB Advance might be an ace piece of kit, but Pinobee is officially its first duff title. The below par graphics and a distinct lack of challenge let this one down. Only recommended for younger gamers.

80%

WARNING:

CLEAR SKIN CAN SERIOUSLY IMPROVE YOUR CHANCES



So you won't want your chances ruined because of spots. What causes them? Well, pesky spot-causing bacteria breed in clogged pores, but OXY Pads help unclog your pores and open them up to the air. And because the little critters hate oxygen, those bacteria can't survive. So don't worry about getting spots before the big party: let OXY Pads help prevent them, leaving you to knock 'em dead.

DON'T RUIN YOUR CHANCES





THE AWESOME COLLECTION

✓ Completely tested by our experts ✓ All the games you must have

Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this an N64 milestone.

Best bit

The last battle with Gruntilda the witch is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and you can't phone a friend in this strange game!



■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

Banjo Tooie

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

It's full of huge worlds that offer a non stop procession of crazy characters, ferocious bosses and the type of puzzles that make Rare games such a pleasure.

Why it rocks

You can control both Banjo and Kazooie. This is even better looking than the first game, with bigger worlds and camera angles that work much better.

Best bit

Throughout the adventure are mini games that send the fun-o-meter soaring, not least Ordinance Challenge, which involves a race against time to defuse a group of troublesome dynamite sticks.



■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

Conker's Bad Fur Day

■ PRICE £59.99 ■ PLAYERS 1-4

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓

The lowdown

BFD follows Conker's adventures over an incredible, action packed day. It's the rudest, lewdest and downright funniest game we've ever seen on the N64.

Why it rocks

It's not all toilet gags! Conker's BFD is also a brilliantly designed adventure/platformer that magnificently apes films like Saving Private Ryan and Aliens.

Best bit

The scene that imitates The Matrix is gaming gold. In the film, a bank's lobby is raised to the ground by Neo and Trinity. Conker's BFD features slow motion bullets and the same mix of kung-fu acrobatics.

GAME SCORE

93%



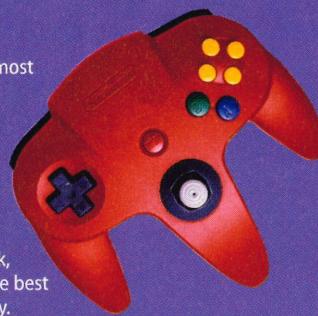
CONTROL PADS

■ TESTED

Official N64 Controller

■ Nintendo
■ £19.99

It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.

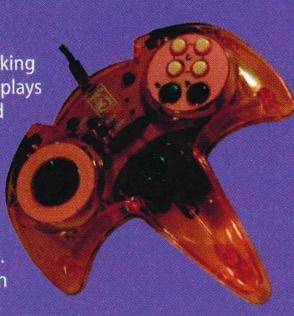


6T4 Controller

■ Logic 3

■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this is highly recommended.

■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks

It rewrote the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Fast racing with awesome controls, and the graphics look amazing even with four people on screen at the same time.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓



Donald Duck Quack Attack

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Daisy is just rewards for this deceptively tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but by that time you'll be having so much fun you won't mind!

■ EXPANSION PAK ✓
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit

The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you right on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge game.

■ EXPANSION PAK ✓
■ MEMORY PAK X
■ RUMBLE PAK ✓

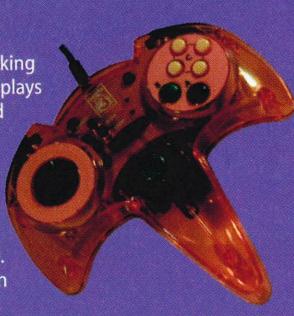


6T4 Controller

■ Logic 3

■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

Arcade style motorbike racer with the accent on fun and speed. There's a mix of indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slow down, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dirty 'cos trying to knock your opponents off their bikes is a laugh riot.



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical screen split. Bash up your motor and you'll be amazed by the realistic damage.



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

Manta Ray

■ Nu Gen

■ £19.99

Another funky looking controller that is almost as good as Nintendo's official joypad. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze

■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found that the buttons are a bit sticky.



■ PRICE £39.99 ■ PLAYERS 1-2



F1 World Grand Prix II



The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from the F1 circuit.

Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

There's no four player, but F1 World Grand Prix II more than makes up for this with a nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

■ GAME SCORE 90%



FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.



Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a classy kick about.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.



Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

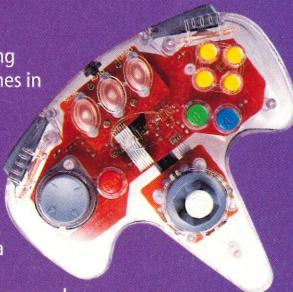
■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

G64 Controller

■ Gamester

■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately it doesn't play quite a good as it looks. But it's a reasonable controller for your cash.



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict

Goldeneye is a complete Nintendo classic from start to finish. Goldeneye 007 is untouchable in four player mode, with gameplay and graphics that will have you reaching for the replay button again and again.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play.

Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on Match of the Day. Every self respecting football fan should play this game.

■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK X



International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events like the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

■ EXPANSION PAK ✓
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

■ EXPANSION PAK ✓
■ MEMORY PAK X
■ RUMBLE PAK ✓



RUMBLE PAKS

NOT TESTED

Rumble Pak

■ Nintendo

■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak

■ Joytech

■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Lylat Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Fox McCloud boldly goes into space in this sequel to Starfox on the Super NES. Ace space blaster with top crafts, weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

Multiplayer verdict

Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple – blow your opponents out of the sky, before they do it to you. Super cool!

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you and your pals to sink your teeth into.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓



Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one that the whole family can enjoy.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓



Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

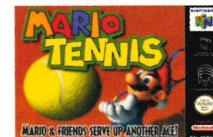
Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

After all these years, we're still playing Mario Kart 64 every day in the NOM offices. We play this game as much as Goldeneye 007 and the original ISS.

Why it rocks

The controls are simple, the courses are varied and the characters are awesome. Mario Kart 64 has everything you need for a fun night in, and then some!

Multiplayer verdict

It's still the finest multiplayer racing game on the N64. You won't be able to stop laughing as you unleash a devastating blue shell against the leader. With this lil' beauty, you just can't miss your hapless target!

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK X



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The young pretender to the karting crown, starring a certain Mickey Mouse. A cartoon tour around the good of US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

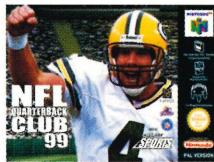
Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK ✓



NFL Club 99



■ PRICE £39.99 ■ PLAYERS 1-4



The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the touchdown celebrations. If you love gridiron action, you'll die for this.

Multiplayer verdict

If you don't know diddy about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and ace graphics.

■ GAME SCORE 90%



G64 Tremor & Memory Pak

■ Gamester

■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Datel
■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.

Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated nowadays.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best gamers. Deadly weapons, fast and furious moves and tons of red stuff.

Multiplayer verdict

This baby rocks! There may have been some real stinkers in the MK series but this edition has multiplayer class written all over it. It's very fluid and very violent, just what you want when you're beating your mates to a pulp.

■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

■ EXPANSION PAK X
■ MEMORY PAK ✓
■ RUMBLE PAK ✓



Pokémon Puzzle League

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

Why it rocks

Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.

■ EXPANSION PAK X
■ MEMORY PAK X
■ RUMBLE PAK X



Jolt Pack

■ Blaze
■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

No sleep for us this month, thanks to...

Quake II

Some of the biggest and most awesome guns are in this game. It's great fun using the BFG 10K to blast the evil Strogg into the middle of next week! **TIM**



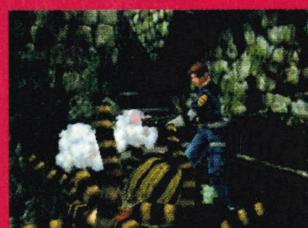
Mickey's Speedway USA

I fancied a bit of a change from Mario and Diddy Kong so I went for this nippy little game. It's seriously fast and the difficulty level's just right. **TAMSIN**



Resident Evil 2

Great when you feel like scaring yourself stupid. It's often easier to run past the zombies, but it's much more fun to blast 'em and hear 'em moan! **MARK**



MEMORY PAKS

NON TESTED

Nintendo Controller Pak 256k

■ **Nintendo**

■ **£14.99**

Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ **Blaze**

■ **£14.99**

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in super quality, not quantity. And it's great battling your mates in 3D.



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

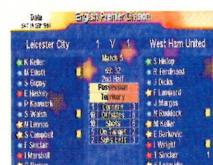
Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Quake II

■ PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

Multiplayer verdict

Very fast and very smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Rayman 2

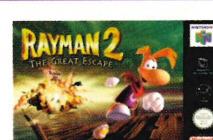
■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

Best bit

It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we would say that finally facing Captain Razorbeard is a nervy but exciting moment.



■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Resident Evil 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jumpy scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Shadow Man

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

The lowdown

In this disturbing spookathon, you play Mike LeRoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the fearsome Nail Gun Killer. A nice relaxing game you can play with your Mum and Dad it ain't!

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Ridge Racer 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there's three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Rocket Robot on Wheels

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

Best bit

The game's packed with cool touches, but the last level, Mine Blowin', stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god when you reopen the park.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Rogue Squadron

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

It's the Star Wars game everyone wanted to be ace, and it is! Control cool vehicles, from X-Wings to Airspeeders, in action packed missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendoids.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Memory Card

1 meg

■ Logic 3

■ £5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



N64 Memory Cards

1 meg

■ Spectra Video

■ £12.99

There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.



1 meg Memory Card

■ Joytech

■ £9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



STEERING WHEELS

NOW TESTED



Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cuties image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for Nintendo 64 'cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikachu! He deserves the punishment!

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Tony Hawk's

■ PRICE £39.99 ■ PLAYERS 1-2

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK

The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.



Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the Graffiti mode, where objects are sprayed with your colour if you do a trick on them. Hard to find, so try second hand stores.

■ GAME SCORE 90%

Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer fraggering. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants.

■ EXPANSION PAK
■ MEMORY PAK
■ RUMBLE PAK



Turok 2 Seeds of Evil

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest fragging to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayers the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Turok Rage Wars, Perfect Dark or Goldeneye 007.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the grapplin' gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

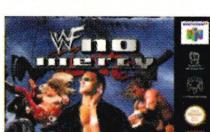
It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.



EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.



Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Who's who?

King of all console games, one character has been linked to Nintendo from the beginning. It's time to meet Donkey Kong.



Where did we see him first?

Created by Shigeru Miyamoto in 1980, Donkey Kong made his arcade debut in 1981 to huge acclaim. The original story had the huge ape as a pet. Unhappy at being under the control of his weak owner, the ape escaped, kidnapped his master's girlfriend and climbed to the top of a building with her.

What about his console debut?

DK was released on the Famicom (the Japanese NES) in 1981. It was as close to the arcade version as possible, but it still had a level missing. The game went through numerous console versions and then just disappeared.

For how long?

Nearly 10 years! DK resurfaced in 1994 in the capable hands of Rare Software. Donkey Kong Country for the SNES helped keep the ageing console competitive against the new breed of CD-based machines like Sega's Saturn and the GreyStation.

What's the old ape doing next?

There's still plenty of life left in this funky monkey. Why not skip to the news section, starting on page 76 to hear all about his latest offering?

Zelda Majora's Mask



The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but beating Gyorg felt good.

GAME SCORE **96%**



Zelda Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 97%

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Multiplayer verdict

Completing this adventure is a feat in itself, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale that you control.

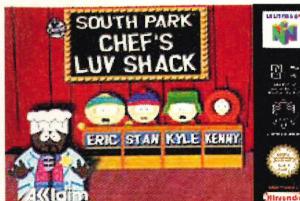
EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Don't forget, Game Boy Advance is on sale from 22 June. Have you got yours ordered yet?

Worth a look...

If you hunt around in the bargain bins, you might be able to grab yourself one of these top titles...



South Park Chef's Luv Shack 87%

PRICE £39.99

Hilarious game show with ace mini games to play.



Command & Conquer 86%

PRICE £44.99

Fun strategy war game, but no multiplayer.



ISS 2000 87%

PRICE £39.99

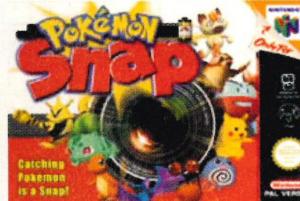
Worth getting if you haven't got any of the others.



Micro Machines 64 Turbo 87%

PRICE £39.99

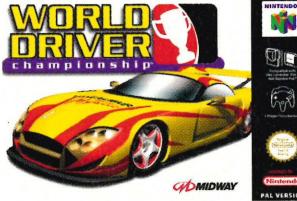
Race toy cars. Duff handling, great multiplayer.



Pokémon Snap 87%

PRICE £44.99

Travel around Pokémon Island snapping critters.



World Driver Championship 87%

PRICE £39.99

A bit of a looker, but the handling isn't forgiving.



Xena: Warrior Princess 89%

PRICE £39.99

Decent beat 'em up based on the TV series.



Yoshi's Story 88%

PRICE £39.99

Cute looking game where you're after Baby Bowser.

Sales chart

Top 10

- 1 Banjo Tooie
- 2 Conker's Bad Fur Day
- 3 WWF No Mercy
- 4 TWINE
- 5 Battle for Naboo
- 6 Pokémon Stadium
- 7 Lego Racers
- 8 Pokémon Snap
- 9 Mario Tennis
- 10 Lode Runner



▲ It's such a good game, it's no wonder it's at number one in the sales chart. Rare, the makers, have the two top selling titles this month.



▲ It's one of Nintendo's most adult games to date. Top stuff.



▲ It's a top game, and almost as good as Goldeneye.



▲ THQ have now sorted out the Save Game problems.



▲ Star Wars fans are going barmy for this top title.

NINTENDO PRIZES

Win Gameboy Advance!



09069 108942

Win Pokemon Gold & Silver!



09069 108952

Win £150 of Games



For the console of your choice!

09069 108944 Instant Win

Win a Box of Team Rocket Cards!



36 Packs of Pokemon Cards, 396 Cards!

09069 108946

Win Nintendo 64!



09069 108947 Instant Win

Win 2 WWF Rebellion Tickets

At Manchester M.E.N. Arena on 3 Nov 2001. Closes 31st August.

09069 108941



Win PS2 PlayStation

Comes with a great game, DVD remote control & Memory Card.

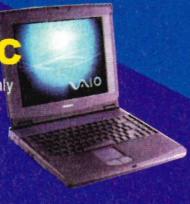
09069 134209 Instant Win



Win Laptop PC

Portable power you have only dreamt off. Comes with 56K Modem!

09069 108957 Instant Win



Win Pentium 4!

With the latest Pentium 4 Processor, this PC will get the winner connected to the Internet.

09069 108955 Instant Win



PRIZE DUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Start winning at 30 points - with major prizes starting at 50 points. Prizes include PSone Games, Video Players, PlayStation 2's, Mobile Phones, Nintendos, Colour TV's and a top prize of a Pentium 4 computer.

09061 406000 Instant Win

Win the NEW PSone!



Play the PSone wherever you are with the portable LCD screen!

09069 108956 Instant Win

Win Eminem Bundle!

Slim Shady is the new hard man of rap and you can get his excellent CD's, T Shirts, Books and lots more in this competition!

09069 134202



Win a Nokia 8210 Mobile Phone!

Put a screen graphic on it, or a new tune and make it yours. "pay as you go" sim or pop in your own.

09069 108958



Win Home Cinema System!

The latest state of the art setup with wide screen and Surround Sound!

09069 134203 Instant Win



SHOOT OUT!

Answer questions then score SIX goals to win from a great choice of prizes

* 14" Colour TV! * Video Recorder! * PSone PlayStation! * Stereo System! * Stunt Bike * Nintendo 64! + other Instant Win prizes if you score 4 or 5 goals!

09061 406007 Instant Win

NINTENDO CHEATS

Pokemon Gold

09063 657028

Pokemon Yellow

09063 608050

Pokemon Stadium

09063 608053

Pokemon Snap

09063 608059

Zelda 64

09063 657024

WWF No Mercy

09063 657026

Mario Party

09063 657027

Goldeneye

09063 657023

Conkers Bad Fur Day

09063 608058

Banjo Tooie

09063 608057

Zelda 2

09063 608054

Wrestlemania

09063 608055

For more cheats call The Cheat Machine on 09063 657020. If you are 16 or over, you can call for longer Cheats on 09063 657029. (Calls cost 60p per minute)

NINTENDO LOGOS

Want a funky logo? Just call 09063 657025, input the logo number and then the wicked graphic will be yours!

Just 60p
Per Min

adidas

< 121413

Nike

< 121411

No Fear

< 121416

Becks

< 122212

Don't Touch

< 121613

Attack

< 121630

WWE

< 126012

Smash Bros

< 127015

EMINEM

< 126013

Rock

< 129517

DO YOU SMELL IT!

< 129521

N64 R.I.P.

< 127524

Pokémon

< 127518

Pikachu

< 127522

Sonic

< 127521

BAD FUR DAY

< 127520

Mario

< 127525

CHU CHU ROCKET

< 127530

GRAN TURISMO

< 127526

DIGIMON

< 127527

Surf the Net

< 121639

e-mail me!

< 127529

Start

< 127528



<<<More Nokia Ringtones + Logos on www.fanz.co.uk>>>

Compatible with Nokia 3210 3310 51XX 7110 8210 88XX 9110. Tones & Logos Helpline 0871 871 6890

Calls cost up to £3, so please ask permission from the person who pays the phone bill. Calls cost more from mobile Phones.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st August 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize visit www.fanz.co.uk OR send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185 Winners Line 08700 101597. Fanz is a trading name of InfoMedia Services.co.uk

Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

Banjo Toorie p47
Conker's Bad Fur Day p47
Excitebike 64 p46
Shadow Man p49
Star Wars Episode One Battle for Naboo p47

Star Wars
Rogue Squadron p48
TWINE p48
WWF No Mercy p48

Your Tips

Ask us any Nintendo question... or tell us the answer for top prizes! p50

Your Scores

Can you beat the best? Turn the pages and find out p52

Gold and Silver

Ace Poké breeding tips p54

Banjo Toorie
Part one of our giant Grunty grappin' guide p62

Excitebike 64

Get your motor running with these cheats

Excitebike 64 is one of the very best racers for N64 and now, after months of waiting, it's finally in the shops, ready to roar onto your N64. And with the help of our cheats, you'll get even more out of this two wheeled wonder.

In order to get these cheats to work, you need to bring up the cheats menu by holding **L + D + V + A**. Then you can enter any of these cool codes...



▲ Repeat after us Nintendoids, two wheels are better than four, two wheels are better than four.

◀ If you're finding the game a little on the easy side, you're a gaming god, so you'd better enter **PATWELL**. Now you'll feel like a normal gamer!



▲ Fancy getting shot of your rider altogether? Well, now you can by entering **INVISIRIDER**. Incredibly your bike will appear to ride itself. Spook central.



▲ For a huge bonus on your stunts, simply enter **SHOWOFF**. And to allow all riders to pull of speciality stunts, enter **TRICKSTER**. Now just watch your rider go!



▲ The Mirror mode's ace as it's like having a whole new set of tracks. To access this Brucey bonus, all you have to do is enter **YADAYADA**. You'll be glad you did.



▲ With this no damage cheat no other rider will be able to hurt you, meaning you can ride without fear. Enter **MOWER** to get this cheat working.

GAME BOY COLOR OFFICIAL ALWAYS FIRST
BIGGEST AND THE BEST



Look!

GAME BOY™ OFFICIAL MAGAZINE

GAME BOY
COLOR

- ✓ New Game Boy exclusives
- ✓ All new GB games reviewed
- ✓ GB accessories tested
- ✓ The most GB tips
- ✓ Best GB news

FREE!



HOST 'N GOBLINS

Be afraid! The classic coin op creeps to GBC



Spiderman Mysterio's Menace

Amazing first look at the Marvel man's GBA quest

X-MEN

Wolverine's
back on GBC

p9



RAINBOW ISLANDS

Timeless arcade fun
on your portable pal

p7



GameBoy Reviews

✓ We promise every game has been tested by our expert players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

- 0-44 Real rubbish
- 45-64 Still not worth playing
- 65-79 Nothing too special
- 80-89 Pretty good, but not exactly great
- 90-100 Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

GAME BOY COLOR

- Alice in Wonderland p7
- Alone in the Dark p8
- European Super League p8
- Extreme Sports p9
- F.A. Premier League

- Stars 2001 p7
- Ghosts 'n Goblins p2
- Rainbow Islands p7
- Return of the Ninja p9
- Spiderman 2
- The Sinister Six p6

- Tech Deck Skateboarding p9
- The Little Mermaid II
- Pinball Frenzy p8
- X-Men
- Wolverine's Rage p9

Game Info

By: Capcom
Price: £24.99
Release: 15 June



GAME BOY COLOR
GAME BOY



The underworld is rising and you are the only hero who can stop them. Don't get scared now...



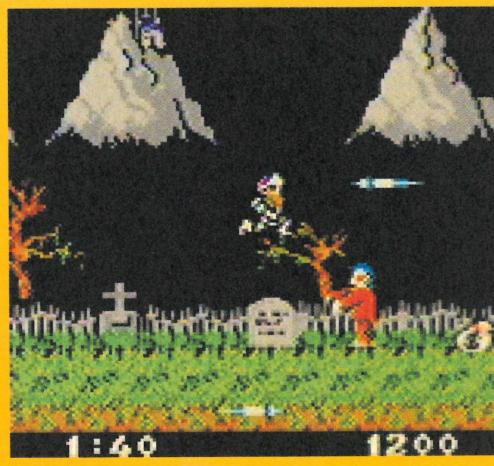
Horror story

Uh oh! The beasts from your nightmares have risen from their horrible graves and it's time to send them packing.

Converted from the timeless arcade title of the same name, Ghosts 'n Goblins is action adventure at its very best.

Mash man eating plants and grapple with spooky ghouls to pass through seven gates and save the beautiful Princess Guinevere from Hades' evil clutches.

Only true, brave knights with the heart of a lion can rescue the damsel in distress and that brave soul happens to be you! Onward soldier!



▲ Hold on to your helmet, Arthur! It's a long way down and you can't waste any time. There's a princess imprisoned and you've gotta save her! ▲ Hades is on the march and it's time to head out and face the might of the creepy beasts of the night. Watch out for that zombie!



ns

LOOKS → It sticks
very close to the
arcade original, so all
you golden oldies are
going to love it.

SOUNDS → The haunting theme tune from the original has been faithfully recreated for your Game Boy Color.

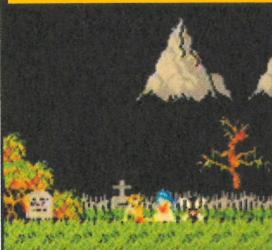
The devil you know

It's that same old tale from the days of yore. The Princess has been kidnapped and it's up to Prince Arthur to save her.

Far away, beyond the seven enchanted gates, poor Guinevere has been imprisoned by Hades and his army of demons.

You control valiant Prince Arthur in your uncharted journey beyond the gates, but evil creatures lurk at every turn.

Fortunately, Arthur is well equipped to face the evil army, thanks to his powerful lance and suit of armour.



▲ Out in the creepy graveyard, Arthur and Princess Guinevere enjoy a quiet moment together.



▲ Without warning the sky suddenly turns black as Hades swoops down and grabs Guinevere.



▲ It's time to throw on your immaculate suit of armour and rescue the helpless lass. Tally ho old boy and give them a right old pasting!

Unlock the gates

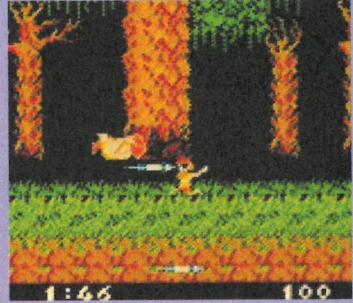
Ghosts 'n Goblins is the perfect game to test your fast reactions and zombie killing skills.

There are seven gates to negotiate your way through and to do this that you must finish off the boss at the end of each area.

Take them out unscathed, and they will drop a golden key to unlock the next, even trickier, level.

To make matters worse, you're also against the clock, so you'll need to be quick and brave to stay alive.

► It's a tough journey to find each enchanted gate and many spooks stand in your way.



▲ The knights are worth 100 points, but they love to swoop down low.



▲ Time your jump and watch for the grisly ghost on the other side.



▲ Defeat the guardians and they will drop a key to unlock the door.

Destroy your foe

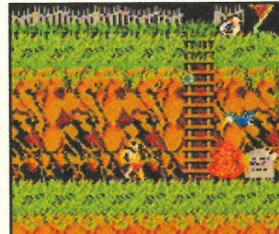
Prince Arthur would have no hope rescuing Princess Guinevere without the help of some useful weapons by his side.

The weapons are hidden in jars, so open 'em and the item's yours.



Lance

Prince Arthur's basic piece of kit. Great for killing early enemies in the graveyard, although you'll have trouble against quicker beasts.



Torch

Barbecue Hades' critters with this ball of magical fire. The flames spread out when they hit the ground, too, so expect much destruction.



Axe

Your aim needs to be precise as axes are very slow to arc through the air. Not great when you are surrounded by a giant army of monsters.



Shield

For the strongest defence against any attack, this is the baby. It protects you from incoming enemy fire and scores a direct hit every time.

You'll begin the game with a lance but there are many more weapons to find on your travels into the unknown.

Some are pretty tasty indeed, so make sure you bust those jars...

Your best threads

Camelot's finest wouldn't be complete without a natty outfit of shining, silver armour for protection.

This piece of kit will only protect you once, so you'll need to be fast to dodge incoming enemy fire.

Should you be hit, poor Arthur will have to run around in his boxers until you find replacement armour.

Take another hit and you'll end up as a pile of bones!



1:36

3600

▲ Prince Arthur begins each stage wearing a suit of armour.



1:09

▲ If you come into contact with a critter you'll lose your suit of armour and will have to run around in your icky skimp!

► Oh no! Arthur's hurt again and turns into a pile of bones. It's back to the start for you, warrior.

1:09

6700

Underworld army

Hades has certainly picked his allies well and you'll need to send them back to their earthly graves as quick as you can.

They love to attack from everywhere, so you'll need to move as fast as lightning to get out of the way and save your skin.

Killing some evil nasties will not only give you a breather, but your score will also increase depending on how tough they are.

Ravens and flying knights will only give you 100 points, but take out the gate guardians and you'll be looking at 1000 points or more.



7100

▲ In the graveyard, zombies appear at random out of the ground. They rise slowly, so creep along and get ready to attack when they show their ugly mugs.

► Ravens just love to sit on top of headstones waiting to jump off and dive towards you. Bye, bye, birdy!



1:31

9800



1:35

2400

▲ Climb the ladders to reach the goodies up above, but beware of the Spit Plants and their evil poison.



1:28

8200

▲ The Red Devils appear from time to time and use their super flying skills to dodge your attacks.

Classic coin ops

Arcade conversions have appeared many times on your Game Boy Color and Ghosts 'n Goblins is one of the best.

If you love old arcade games, why not check out R-Type DX or Pac Man Special Colour Edition. Your Dad will love them!



► R-Type DX is a classic example of a mint arcade game that works wonders on your GB Color.



► Gobble, gobble, gobble! Munch power pellets and chow down on ghosts in true 80s style.

GAME LENGTH It's a hard egg to crack and won't be finished in one sitting. Beating your high score gives it good replay value.

GAME SCORE

Nintendo
OFFICIAL MAGAZINE

All you crusties out there rejoice, Ghost 'n Goblins is a class version of the arcade classic and is still a great adventure. If you want a piece of yesteryear on your GBC blow the dust off this old daddy.

SCORE 90%



Spiderman 2 The Sinister Six

By Activision Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about Spiderman's Aunt May has disappeared and the Sinister Six, including Scorpion and Doctor Octopus, are his prime suspects. Swoop across New York's sights and blast 'em with your super sticky web to save her. If you're a Spidey fan you're gonna love this classic take on the Marvel hero.

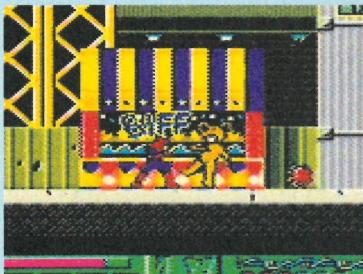
We think The first adventure was a cracker and this is just as much fun. Spidey's animation is what makes it, especially as you swoop across the skyline and scuttle like a spider past baddies. The whole quest is extremely well polished, so if you are a fan of the comic book star, swoop down to the high street and snatch up a copy now.



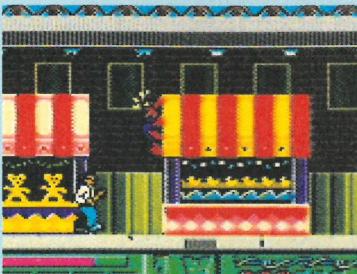
▲ The picture screens look straight from your favourite Marvel comic.



▲ The animation is well executed. Look at him glide through the air.



▲ POW! BAM! BIFF! You'll know when you're knocking seven bells out of the goons 'cos words will appear above Spiderman's head.



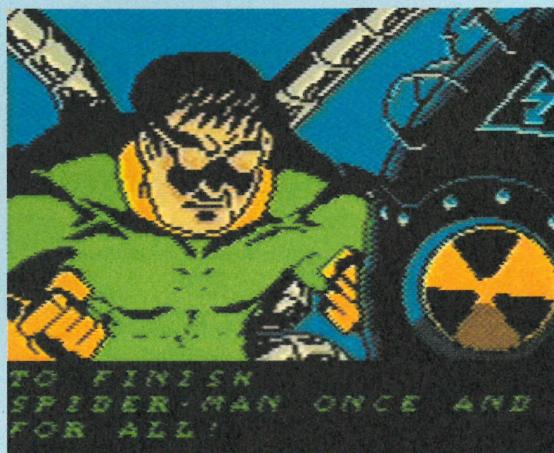
▲ Having trouble knowing where to go? If you stop, Spiderman's senses will point you in the right direction. How cool is that!



▲ Hit A then B and Spiderman will blast a ball of icky web at your deadly foes. When they are all tied up, you can move in for the kill.



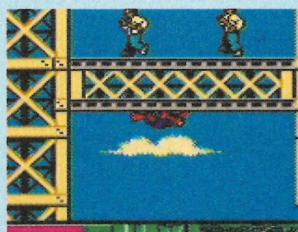
▲ Use your crawling skills to negotiate the tight underground sewers. Only a spider can get through those ickle gaps!



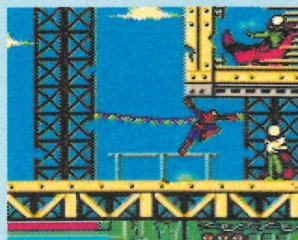
▲ All your favourite arch enemies appear in Spiderman's second Game Boy Color outing including the infamous Dr Octopus and Scorpion.



▲ This little old lady is Spiderman's Aunt May. Unfortunately, the Sinister Six brutes have kidnapped her!



▲ Spidey can even defy gravity and crawl upside down without falling off.
▼ To stop Mysterio at the end of the fairground, zap him with your web.



GAME SCORE 90%

F.A. Premier League Stars 2001

By THQ Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about Licensed Premier League football game that includes all of the teams and stars from the 2001 season. Choose from Friendly, League or custom options and take your fave top flight team to Premiership glory.



▲ The scorer supreme, Andy Cole, slips the ball past Poom as Man United take a one goal lead against Derby.



▲ Here's the entire Liverpool squad including Steve Staunton and Titi Camara. Someone's not done their football homework.
▲ Gianfranco Zola is closed down by two Ipswich midfielders in an intense league battle. He won't be moving far after that bone cruncher!



▲ There's plenty of hot goal mouth action as the Reds take on Spurs.

▲ It's a real basement battle as Shaun Goater looks for an opening.



▲ In a desperate attempt to draw Leeds level, Alan Smith tries a desperate lunge for goal.

GAME SCORE 68%

Alice in Wonderland

By Nintendo Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about Fall down the rabbit hole into Wonderland and meet a host of pals from the Disney classic. Don't make the Queen of Hearts cross though!



▲ You'll need to eat the goodies to make Alice titchy and help her reach the Golden Keys.



▲ The colourful storybook cut scenes are well worth a look even if they are a little static.



▲ Drop down the rabbit hole and you'll have to guide Alice past objects.

GAME SCORE 71%

Rainbow Islands

By TDK Mediactive Price £19.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about Guide Bub and Bob through cartoon lands fending off evil beasts as you attempt to save the six magical Rainbow Islands.



▲ With monsters coming at you from all angles, an exploding star comes in extremely useful.



▲ This Dracula boss is a real pain in the neck. Dodging him and the bats he unleashes is a real test.



▲ On Toy Island, you are faced with all manner of cutesy looking enemies.

GAME SCORE 88%

Alone in the Dark

By Infogrames Price £24.99 Game Link ✗
Infra Red ✗ Game Boy ✗ Game Boy Color ✗

What it's about You play Edward Carnby, an investigator who must travel to a creepy mansion to unravel the mystery of his friend's death. But that's not all, the mansion belonged to a millionaire who used a statue to open a portal to the underworld.



▲ The combat screens look bad and it's difficult to aim at creatures.

We think It looks gorgeous and it's amazing how this has been squeezed onto the GBC. But for all its pros you can find yourself going round in circles and the combat system is dire. Apart from this niggle, it's an enjoyable, and slightly scary, experience.

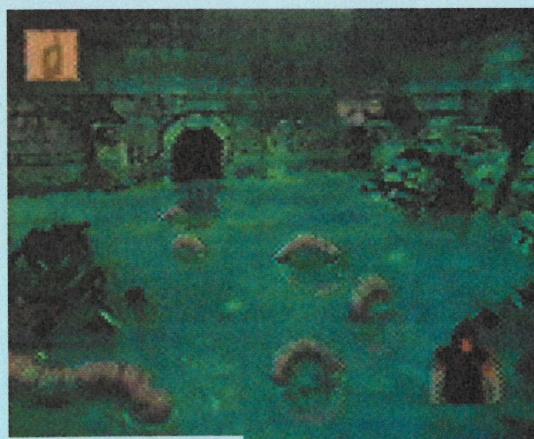


▲ These hellhound beasts are vicious. Eat my fire, monsters!



▲ Items that are useful sparkle, just like this mirror frame. Simply press B and you'll get a brief description.

► Look out for monsters attacking from the depths of this sewage. It's a dank place, so don't stick around for too long.



▲ The backgrounds are ace, but a wrong move and you'll be someone's dinner.
► As you lie lifeless, evil creatures will dance around you. Time to start your adventure all over again. Duh!

GAME SCORE 80%

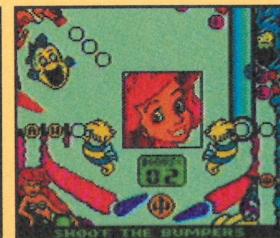
Little Mermaid II Pinball Frenzy

By Nintendo Price £24.99 Game Link ✓
Infra Red ✗ Game Boy ✗ Game Boy Color ✓

What it's about Disney's take on the tried and tested pinball formula, this time with all the characters from the Little Mermaid cartoons. Choose from two tables, rack up loads of points and unlock the bonuses.



▲ Melody's table is tricky, but perseverance will result in big scores.



▲ Ariel's table is packed with colour and scoring is much easier.



▲ Bash Scuttle to make him drop his prize treasure for you to nick below.



▲ Free Tip from his prison by aiming the ball at the ice cubes.

GAME SCORE 82%

European Super League

By Virgin Interactive Price £24.99 Game Link ✗
Infra Red ✗ Game Boy ✗ Game Boy Color ✓

What it's about Choose one of 16 European club teams and try and outplay your computer opponents in a friendly, league or knockout game. You can also change the formation of your team or swap the squad around.

We think This isn't a bad attempt at GB football. The controls are okay, but it's hard to score and there isn't much difference between the teams in terms of skill or speed. And are Marseille that good any more?



▲ Morientes bears down on the goal as Real pile on the pressure.



▲ Babbel breaks the net with thunderous strike for the Reds.



▲ Redknapp drops his shoulder and charges past the defender.



▲ With a little stutter step, Zola sends the 'keeper completely the wrong way.

GAME SCORE 74%

X-Men Wolverine's Rage

By Activision Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about Deathstrike has developed a molecular destabiliser which she intends to use to turn Wolverine's skeleton into molten metal. You have to battle your way past the bad guys to find Deathstrike.

We think It's a great platformer with a neat variety of worlds to explore. It can be a little tricky at times as some of the enemies are very hard to kill, but the graphics are exceptional and Wolverine is animated extremely well.



▲ Your special attack is incredibly effective, but it saps your energy.

▲ Each boss tells you that you're just too late to catch Deathstrike.



▲ Look out for the Samurai warriors as their swords are longer than your claws.

GAME SCORE 86%

Extreme Sports

By TDK Mediactive Price £19.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about The Berenstain Bears have entered the extreme sports competition. You choose between brother or sister bear and compete in six events from skateboarding to kayaking.

We think This is absolute tripe. The tracks are boring, controls are sloppy and the graphics look awful. If you go down to the woods today, take a shotgun and visit the Berenstain Bears.



▲ Brother bear attempts the dirt bike track. Look out for the jumps, they can land you in trouble.

▲ The whole Berenstain family take part in the toboggan run. Hold on tight, it's a fast ride.



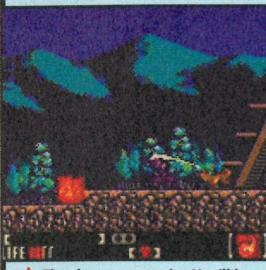
▲ Some of the sections of this kayak course get pretty hairy. Look out for the vicious whirlpools.

GAME SCORE 55%

Return of the Ninja

By Ubi Soft Price £24.99 Game Link X
Infra Red ✓ Game Boy X Game Boy Color ✓

What it's about Guide your ninja through dangerous lands to try and defeat the evil enemy soldiers intent on keeping you from the hidden Shinobi Scrolls.



▲ The dogs are sneaky. You'll have to get down on your knees and take a swipe to kill them.



▲ These guys charge at you with their swords. A swift ninja strike will soon see them off.



▲ You'd better find a safe place to land as you leap over the waterfall.



▲ These women have the power of teleportation. Try to attack and they disappear!

GAME SCORE 72%

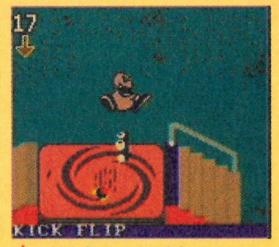
Tech Deck Skateboarding

By Activision Price £24.99 Game Link X
Infra Red X Game Boy X Game Boy Color ✓

What it's about Control a fingertip around a series of increasingly difficult street style arenas. Try to collect decks placed in random positions as you skate about the course and catch some serious air.



▲ Performing tricks is the least of your worries when you're trying to collect the different decks.



▲ A kick flip is one of the more simple tricks to get right.



▲ Your finger looks pleased with himself after completing this 360°.



▲ The game contains licenses from a few well known boarding companies.

GAME SCORE 69%

Pokémon Gold & Silver

Last month we gave you some handy hints on your way to Sprout Tower. But there's plenty more adventuring to do!

Route 32

With the Elder battle in Sprout Tower long gone, it's time to head onto the Ruins of Alph.

But that's not before taking on the Water and Rock Type Pokémon out on Route 32. Here's what you'll find...



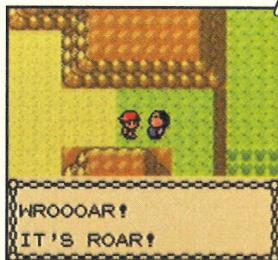
FRIEDA: Yahoo!
It's Friday!

▲ Pop down this path on a Friday and you'll bump into Frieda. Speak to her for a Poison Barb to make your poisonous moves far nastier!



This is a great fishing spot.

▲ Not only a great place to heal your fainted Pokémon, but talk to the chap who stands by the desk and he'll give you the Old Rod for some fishing.



WROOOAR!
IT'S ROAR!

▲ Once you've obtained the Cut move, chop down the bush at the north of Route 32. Talk to the guy to get TM 05 in return. What a nice guy!

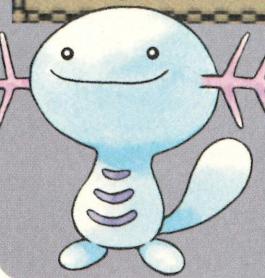


▲ Defeat Ralph and Liz in a duel and you'll get their number. Ralph will ring when there are Qwilfish on Route 32, so use your Rod to catch 'em.

Ruins of Alph

Built over 1,000 years ago, these ancient ruins are home to the strange Unown shapes.

There are 26 to collect by completing the four sliding puzzles, but there's plenty more to find if you search hard enough.



▲ On entering the Ruins you'll be set upon by Unowns. Catch the three different types and you'll receive a better Pokédex from the scientist who stands outside.

▲ There are loads of Pokémon to find outside the Ruins of Alph. Whether it's Gold or Silver, night or day, you can catch a Natu, Smeargle, Quagsire, Wooper, Magikarp and a Poliwhirl.

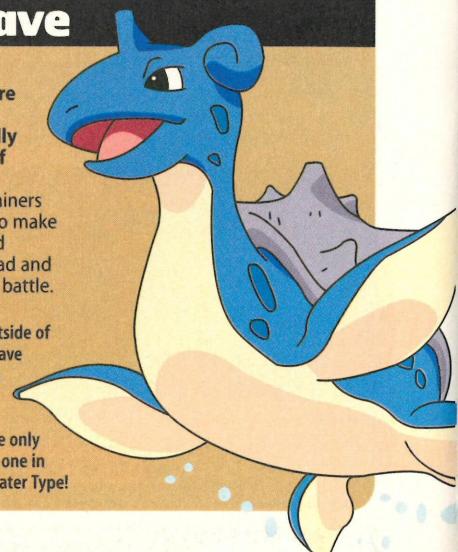
Union Cave

Deep in this giant labyrinth of caves are many secrets to unlock that will really push your powers of Strength and Surf.

Many Pokémon Trainers also prowl the area, so make sure you've got varied creatures in your squad and that they are up for a battle.

▲ After getting Surf outside of battle, return to Union Cave on a Friday evening for a nice surprise.

Deep in the second basement is a Lapras, the only place where you can get one in the game. Go get that Water Type!



▲ Qwilfish are very hard to find, so make sure you're an expert at casting your Rod.

Route 33

Grass Types are everywhere down this small route and only one Trainer to whet your battling appetite.

To let you into a secret, Anthony uses a Level 11 Machop and Geodude, so make sure you've got the right Pokémons ready.



▲ Anthony's his name, battling his game! Defeat his Level 11 Geodude and Machop to get his phone number. When the Dark Cave is awash with Dunsparses, he'll give you a ring on the dog 'n' bone.

Azalea Town

The second Gold and Silver Gym Leader awaits you in this town and there's plenty to see and do.

If your monsters are feeling a little low, why not pop into the Pokécenter to recharge their batteries.



▲ To get the Lure Ball, return to Azalea Town after finishing Slowpoke Well. Enter Kurt's house and the Ball is yours.



▲ Make sure you pop into the south east house after helping the young Trainer in Ilex Forest. Go inside and get the piece of Charcoal to help power up your awesome collection of Fire Pokémons.



▲ Grab your Fire and Flying Pokémons Nintendoids, 'cos Bugsy's Scyther, Metapod and Kakuna need to be brought down a peg or two. Deal with Scyther first and grab the Hive Badge and TM 49.

Slowpoke Well

This is the perfect place for the evil Trainers, Team Rocket.

If you're a true Pokémaniac you'll know they love using the likes of Rattata and Koffing, but you should have no problems.



▲ If you've been rewarded with the Surf ability outside of battle, return to the dark and dingy Slowpoke Well to get the King's Rock. Look hard enough and you may even discover TM 18, Rain Dance, in the second basement.

Ilex Forest

If you go down to the woods today, you'll be in for a big surprise, so be ready for a scrap.

Headbutting the forest's trees after getting TM 02 is a great idea too if you want to get some smart Pokémons for your squad.



▲ It's a scary forest even from the edge and if you follow this young Trainer's Farfetch'd around the wood you'll be given HM 01, Cut. Now you can chop down small bushes to open hidden areas!

◀ In the middle of Ilex Forest you can retrieve TM 02, Headbutt, just by speaking to them. This class TM will now let you bash into trees and grab the Pokémons who fall from above.

Next Month...

We take you deeper into the Gold and Silver universe to Goldenrod City and beyond. Until we meet again, Pokémaniacs!

Game Boy Test

We've got the best gadgets for Game Boy freaks, just take a look...

Get organised with this handy storage system.



- Game Boy Spine
- £7.99
- Venom



of the best

There's only one way to describe these five games, awesome!

Spiderman 2



£24.99

▲ The webbed wonder's done it again in this fab Marvel adventure.

Puzzle Challenge



£24.99

▲ Fiendishly playable puzzle game featuring all your fave Pokémon.

Dragon Warrior



£24.99

▲ A worthy rival to Pokémon, that's just as compelling.

Bust A Move 4



£24.99

▲ The daddy of puzzle games that's as fresh as ever.

Mission Impossible



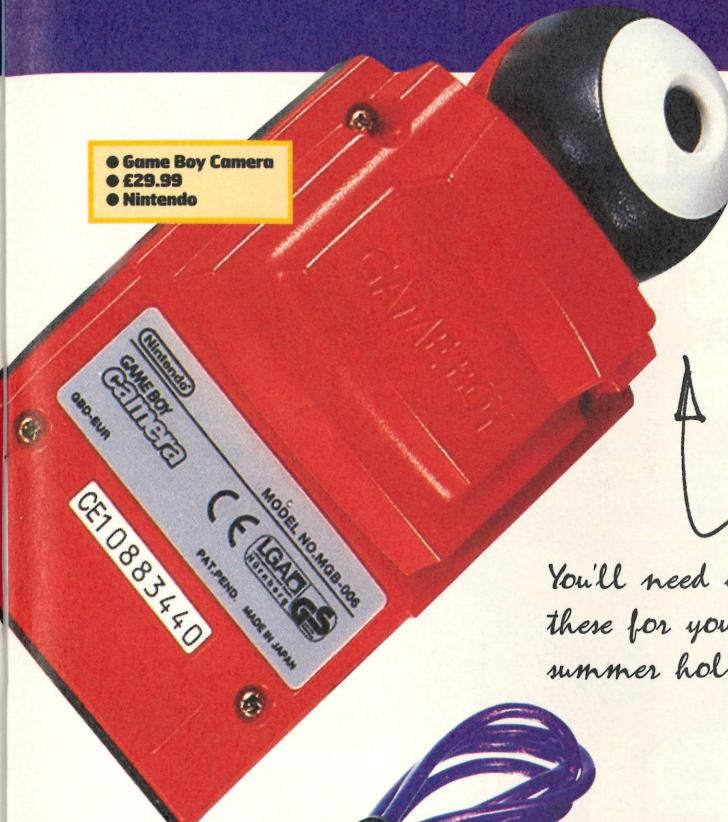
£24.99

▲ Full on action adventure, with loads of levels and heaps of guns.



- Spot Lights
- £9.99
- Gamester

This funky looking gizmo will light up any game.



You'll need one of these for your summer holidays.



This cable works on all Game Boys, except GBA.



Best GB games

Whether you are a racing game nut, or into platformers, either way, we've got a game that's just right for you. Take a look at these beauties 'cos they mean business...

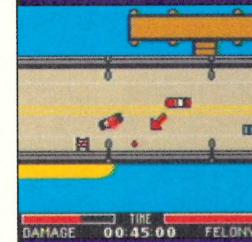
Best Platformer



► **Rayman**
Take control of the funny little fella, and rescue the loveable Toons from the evil Mr Dark. Easily a classic portable GBC adventure.

£24.99

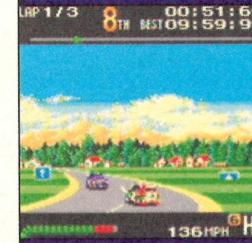
Best Racer



► **Driver Go**
undercover and infiltrate the mob, in this wheel spinning crime caper, with more handbrake turns than a series of Knight Rider. We like.

£24.99

Best Sports



► **Top Gear Rally**
Supremely playable rally racer that's surprisingly nippy for a Game Boy Color game, and you can link up with your mates, too.

£24.99

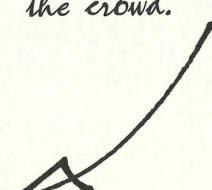
Best Adventure



► **Ghosts 'n Goblins**
The hottest golden oldie on your Game Boy Color shows no signs of age. Lead Arthur against Hades and save your lass, Guinevere.

£24.99

Be a little different and stand out from the crowd.



Game Boy News

✓ We promise to bring you the best information on GB Color and GB Advance. We tell you all the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

Game Info

By: Activision
Type: Action adventure
Release: September

Spiderman Mysterio



● Spidey swoops back! ● Class battles ● Defeat Mysterio

The wall crawling super hero is once again shaping up to don his mask in one of the smartest Game Boy Advance titles yet.

After the sensational GBC titles, Spidey's swooping back into action to face the might of Mysterio's goons. It's up to you to uncover his dirty plans before it's too late.

Blast baddies with webs and utilise the power of your Spidey Sense to reach Mysterio's den and wipe him out.

Featuring some of the hottest graphics and action, the web slinger's quest sure is gonna make all you Marvel fans drool with anticipation.

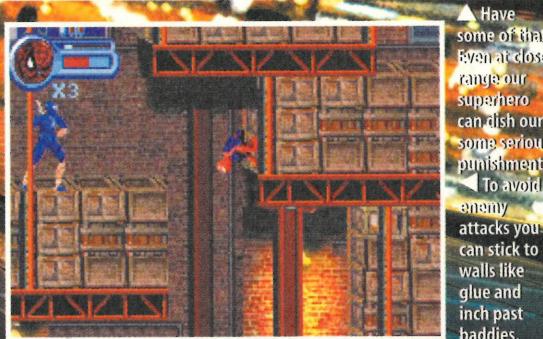


▲ You'll confront some mean looking henchmen throughout your adventure. A well timed icky web should do the trick.

◀ Don't waste your time playing on the machines Spidey! There are some goons to search and destroy.



▲ Each level is covered with secret routes to find. Fortunately, Spiderman has found a way round the radioactive drums.



▲ Have some of that! Even at close range our superhero can dish out some serious punishment.

▲ To avoid enemy attacks you can stick to walls like glue and inch past baddies.

Spider-Man's Menace



We think...

Spider-Man on GBC was tops, but this is looking light years better. Utilising the GB Advance's power, expect Spidey's adventure to be one of the hottest adventures this year.

X-Men: Reign of Apocalypse

● Control your faves

Do you love Wolverine, Cyclops, Magneto and Storm? Want to see them on your GB Advance? You've got it!

Reign of Apocalypse is a fantastic beat 'em up that features over 40 X-Men characters and two wicked gameplay modes.

The main Story option sees you in a strange universe where it's your mission to defeat friends and

● Multiplayer fun

Game Info

By: Activision
Type: Beat 'em up
Release: September



foes in order to return home.

To help, each character can call upon their mutant powers, so you should have no trouble when the going gets tough.

Mutant battles

One of the best aspects of the Game Boy Advance is that you can link up for some top challenges with your mates.

Thankfully, Reign of Apocalypse does just that with the addition of a Versus mode that allows you and three friends to link up.

You'll then have the opportunity to go head to head with up to three friends for some brilliant multiplayer excitement.



▲ Watch out for those beasts, they're right on top of you! Better summon some special X-Men power and let them have some.



▲ There are many strange lands to trek across including these cruel, frozen wastelands.



▲ With over 40 characters in this Game Boy Advance title you'll be spoilt for choice.



▲ If you're a true X-Men fan you'll relish the action scenes in the main Story option. They look great!



▲ Just imagine wiping them out with a razor sharp slash from Wolverine's claw! Ouch!



▲ The fights in the X-Men film were great, but just wait for this title!

We think...

Spidey's going to have a lot of competition when these two hit the shelves. The number of X-Men to control is astonishing and the beautiful graphics could make this a winner.

BLAG FEST

Help! We've gone mad. All this cool stuff and we're just gonna give it away to you lot. We must be out of our tiny minds. Nurse, the screens!



Mutant Madness

We've got some top X-Men goodies to give away thanks to Activision and Vivid Imaginations. Two lucky winners will get copies of Mutant Academy and Mutant Wars for the Game Boy Color, as well as X-Men: Evolution action figures. To win, just answer this simple question...

Q Who is the arch enemy of the X-Men?

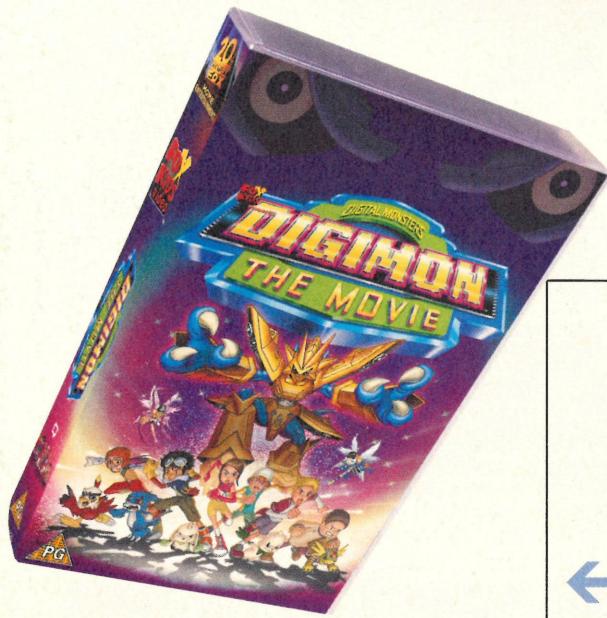
A Magnet Man
B Magneto
C Fridge Magnet

Real Sound Rumble

Add sound effects to your WWF characters with this superb Real Sounds Arena. Kidz Biz have given us some cool wrestling gear and one lucky winner will take away the stage and some ace WWF figures. Fancy getting your mitts on the prize? Just answer this tricky teaser...

Q What is the Rock's finishing move?

A The People's Knee
B The People's Eyebrow
C The People's Elbow



Digi-destiny

Digimon The Movie is out to buy from 4 June but, if you enter this competition, you could lay your hands on a copy for free! The generous guys at Twentieth Century Fox Home Entertainment have given us five DVDs and videos to give away. To be in with a chance of getting one, answer this question...

Q What is the name given to the kids chosen to save the digital world?

A The Digidestined
B The Digiventurers
C The Digidogooders

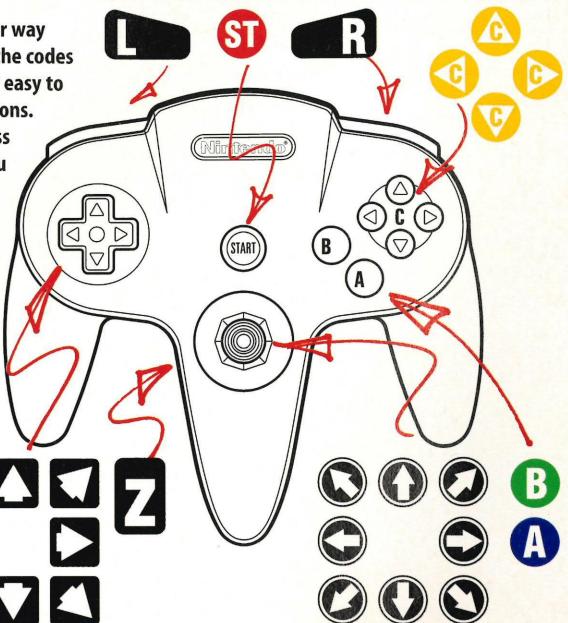


How to win ▶

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address:
Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
- 4 Lick a stamp, stick it on your entry and post it.

Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



Conker's Bad Fur Day

Unlock more chapters



Listen up, cheat fans, this is a seriously rude game. Even the codes are a bit saucy, so you'll need a mirror to see 'em.

These codes will unlock some of the coolest parts of the game.

As with last month's cheats, enter the codes at the cheat code menu.



One of the best chapters in Conker's Bad Fur Day is the War! Bishun like a rude version of Savant Private Rayn! It's time to access this chapter. Enter **BEEFJEEBSBEEFJEEBS**.



If you're thinking the game is a little plain sounding, why not skip straight to one of the best bits. Simply press **MONCHYBABY** now! It's transported to the teleportation chapter.



Get ready for some really random, 'er, stuff. Bishun Bots chapter is a good start to the game. To get to it, enter **PRINCEALBERT** in the cheat codes menu.



Once inside, it's every man for himself. Our favorite chapter is the Master of Hesit. It's such a massive looking chapter that it's easy and it's yours when you enter **CHOCOLATESTRAFISH**.

Episode One: Battle for Naboo

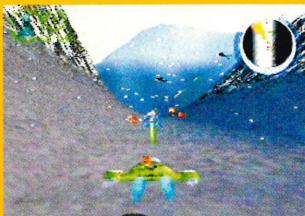
We just keep 'em coming



Thought we'd given you every Battle for Naboo cheat in existence? I've managed to find more, so fill your boots!

We've got even more cheats for THQ's brilliant Battle for Naboo.

This month we'll show you how to view all the showroom art and hear a secret commentary from the developers of the game. We just can't help being nice to you lot!



This chapter unusually cheat shows you to reach the developers talk about Waterfall level you're playing. To access this cheat, enter **TALKTOME** at the passworld screen.



Advanced stars on your adventure means you're harder to destroy, which is to be a good friend, especially in the later levels. Enter **OVERLOAD** at the passworld screen.



If you're some kickass cheats for the game in this chapter, you can now see some of the concepts art from the studio's title by entering **KOOLSTUFF** at the passworld screen.



If you're some kickass cheats for the game in this chapter, you can now see some of the concepts art from the studio's title by entering **KOOLSTUFF** at the passworld screen.



If you're some kickass cheats for the game in this chapter, you can now see some of the concepts art from the studio's title by entering **KOOLSTUFF** at the passworld screen.

Banjo Tooie

View all cinemas and more

We've really gone to town with Banjo Tooie. You'll find part one of our game guide starting on page 62.

But that doesn't mean we haven't got anything for you here. Remember, you've got to enter these codes in Mayahem Temple's Code Chamber. Don't forget to enter CHEATO before each code though.



To unlock all the cool cut scenes from the game, enter **PLAYAGAINSON**. Now sit back and enjoy all the best bits. Just like being in a cinema, eh?



Banjo Tooie is a massive title with hundreds of characters. If you want to see them all, enter **JIGGYSCASTLIST**. Now you can view them in all their glory!

Official Nintendo Top 5 Tips

These are the tips and cheats for games that are currently selling like the proverbial hot cake. Enjoy!

Banjo Tooie



Open all levels

It's an amazing game, and deserves to be the top seller. By far the best cheat is the code to open all levels, so just enter CHEATOJIGGYWIGGYSPECIAL in Mayahem Temple's Code Chamber.



How's this for a wicked cheat? If you fancy getting yourself a turbo powered Banjo, you should go to Mayahem Temple's Code Chamber and enter CHEATOSUPERBANJO. Now watch that honey bear get a sweat on!

Conker's Bad Fur Day



Get 50 lives

Another Rare title in the top five! And what a rude game! For 50 lives, enter BOVRILBULLETHOLE at the cheats section of the Options screen.



Play every chapter

To unlock every chapter and cut scene, simply enter WELDERSBENCH at the cheats screen. Now you can pick and choose which bits to play!

WWF No Mercy



Cheating referee

If you've chosen to control the guest referee you can play a sneaky little trick on the other wrestlers. By pressing **B** really quickly you can speed up the count. They don't stand a chance!

TWINE



Open the Castle

If you want to open the top Castle multiplayer level you should aim to finish the Night Watch level in under 2:20 on 00 Agent setting. Time to get on in a four player head to head.

Battle for Naboo



Sea Sick mode

This mode is quite a laugh as it makes the lakes on Theed very choppy, as well as altering the focus of the game's camera. If you fancy making yourself feel a bit poorly, just enter DRJEKYLL at the Passwords screen.

Classic Corner

Star Wars Rogue Squadron

If you've completed Battle for Naboo, and have a taste for all things Star Wars, then we recommend you try your hand at Rogue Squadron. It's just as playable as Battle for Naboo...



▲ Unlock all levels

To access every last level of this ace space blaster, simply enter DEADDACK or MEAKMAN at the Passwords screen. Now you can access all the stages!



▲ All power ups

For the complete array of every top notch power up in the game, go to the Passwords screen and enter TOUGHGUY. Now you can really cause some damage.



▲ Fly the Tie Interceptor

Every die hard fan longs to fly one of these little beauties, and now you can! Enter TIEDUP at the Passwords screen and you'll find the Tie behind the Millennium Falcon.



▲ Increased difficulty

If you find the game a bit too easy, why not crank the difficulty up a couple of notches by entering ACE at the Passwords screen. Then you'll really be up against it!



▲ Infinite lives

Do you keep getting blown up in this tough game? To really take the pressure off you need infinite lives. Get this by entering IGIVEUP at the Passwords screen, and watch the easy times roll!

Hard as Nails

Shadow Man

This is one of the N64's scariest games, and a favourite here at NOM. But the end boss is a little on the tough side, so here are a few tips to get you through this tough battle...



▲ Find the piston controls

Warp to the Engine Block. Go through the door to your left in the main room to find the last of the piston controls.



▲ Run up to where you saw Luke and follow the path around. You'll go past several caged Trueforms and you'll find yourself at a doorway leading to a ramp.



▲ When you go through the second doorway you'll meet Luke, or at least what appears to be him. Now watch the cut scene, and all the secrets will be revealed.



▲ Now's the time to fight Legion. Strafe and fire using your Shadowgun and Violator until he falls to the ground. But beware, he's not dead yet.



▲ It's important to stay on the top level and to keep on pumping Legion with your Shadowgun and Violator. Stick at it and he'll be dead in no time.

CHEATS UNLIMITED

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A - 01	Hyper 64 (Asteroids)	Puyo Puyo Sun 64
Army Men Sarge's Heroes	Hey You Pikachu	Pro Baseball King
All Star Baseball 2001	I - 09	Q - 17
Armorines	International Super Soccer	Quake 2
All Star Baseball 2000	I. Jones: Infernal Machine	Quake 64
Aero Fighters Assault	ISS 2000	Quest 64
Aero Gauge	Int. Track & Field 2000	R - 18
Army Men Sarge's Heroes 2	In Fisherman Bass Hunter 64	Rayman 2
Altitude (WWF)	Iggy's Reckin' Balls	Rush 2049
Asteroids Hyper 64	J - 10	Rainbow 6
A Bug's Life	Jet Force Gemini	Resident Evil 2
Air Border 64	James Bond: Golden Eye	Roadsters
B - 02	J. McGrath Supercross 2000	Ready 2 Rumble Boxing
Banjo Tooie	James Bond: TWINE	Ridge Racer 64
Banjo Kazooie	Jeopardy	Rugrats: Scavenger Hunt
Bomberman 64	Jeremy McGrath Supercross	Rush 2 Extreme Racing USA
Body Harvest	J-League 11 Beat 97	Revolt
Blast Corps	Jikkou World Soccer 98	Rampage World Tour
Bomberman Hero	K - 11	Road Rash 64
Blues Brothers 2000	Killer Instinct Gold	Rampage Universal Tour
Buck Bumble	Knockout Kings 2000	S - 19
Battle for Naboo (Star Wars)	Knife Edge: Nose Gunner	Shadows of the Empire
Beetle Adventure Racing	K. Bryant in NBA Courtside	Star Wars: Rogue Squadron
Backstage Assault	Kirby 64	Star Wars: Battle for Naboo
Bass Hunter 64	Ken Griffey Jnr's Slugfest	Super Smash Brothers
Battle Tanks	L - 12	Star Wars: Racer
Bio Freaks	Legend of Zelda	Super Mario
Battle Tanx Global Assault	Lego Racers	Space Station: Silicon Valley
C - 03	Lylat Wars	San Francisco Rush
Conkers Bad Fur Day	Legend of Zelda: M's Mask	Snowboard Kids
Command & Conquer 64	Lode Runner 3D	Shadowman
Carmageddon	Looney Tunes, Duck Dodgers	South Park
Castlevania	M - 13	South Park Rally
Chopper Attack	Mission Impossible	Scooby Doo
Castlevania	Mortal Kombat Trilogy	Star Fox/Lylat Wars
Cyber Tiger	Mario 64	Shadowgate 64
Cruis'n the World	Mario Karts	Sarge's Heroes
Clayfighter 64	Majora's Mask	SCARS 4
Chameleon Twist	Mario Party 2	Supercross 2000
Cruis'n USA	Mario Tennis	Superman
D - 04	Mario Golf	Star Soldier
Duke Nukem 64	Mischief Makers	Super Robot Spirits
Duke Nukem: Zero Hour	Mortal Kombat 4	Starcraft 64
Diddy Kong Racing	Magical Tetris Challenge	T - 20
Donkey Kong 64	Monopoly	The World is Not Enough
Doom 64	Mickey's Speedway USA	Turok: Dinosaur Hunter
Dark Rift	Mystical Ninja 2	1080 Snowboarding
Destruction Derby 64	Mario Party	Turok 2
Deep Cover Gecko (Gex 3)	Monster Truck Madness 64	Turok: Shadow of Oblivion
Daikatana	Maze: The Dark Ages	Tom & Jerry: Fists of Fury
Donald Duck: Quack Attack	Micro Machines	Totk: Gear Overdrive
Duck Dodgers (Looney Tunes)	M. Owen's W. L. Soccer 2000	Turok: Rage Wars
Duel Heroes	Multi-Racing Championship	Toy Story 2
Deadly Arts	Mortal Kombat: Sub Zero	Tony Hawk's
E - 05	N - 14	The Leg. Journeys (Hercules)
ECW Hardcore Revolution	No Mercy (WWF)	Tarzan
Excite Bike 64	Nagano Winter Olympics 98	Triple Play 2000
Earthworm Jim 3D	NBA Zone 98	U - 21
Extreme G	NBA Courtside	Universal Tour (Rampage)
Extreme G 2	NFL Quarterback 98	V - 22
Eltale Monsters	NHL 99	V-Rally 99 Edition
F - 06	NFL Blitz	Vigilante 8
FIFA 98	NHL Breakaway 99	Vigilante 2nd Offense
F1 World Grand Prix	NBA Jam 99	Virtual Pool 64
Forsaken	NBA Hangtime	Virtual Chess 64
F-Zero X	NBA Live 2000	W - 23
FIFA 99	NBA Live 99	WWF No Mercy
F1 World Grand Prix 2	NFL Quarterback Club 2000	WWF WrestleMania 2000
F1 Pole Position	NFL Quarterback Club 99	WCW vs NWO Revenge
FIFA 64	Nuclear Strike 64	WWF War Zone
Fists of Fury (Tom & Jerry)	New Tetris	Wave Race
Fighter's Destiny	Operation Winback	Worms Armageddon
Flying Dragon	Ocarina Of Time: Zelda	WWF Attitude
G - 07	Ogre Battle 64	World Cup 98
Golden Eye	Olympic Hockey (Nagano)	Winback: Cover Operations
Glover	Off-Road Challenge	World League Soccer 2000
Gex 3: Deep Cover Gecko	P - 16	Waialae Country Club
Gauntlet Legends	Perfect Dark	World Driver Championship
GT 64 Championship Edition	Pokemon Stadium	Werrix
Gex	Pokemon Snap	Wipeout 64
Golden Nugget 64	Premier Manager 64	X - 24
G.A.S.P. Fighter's Nextream	Paper Boy	Xena Warrior Princess
Goeman's Great Adventure	Pilot Wings	X-Men Mutant Wars
H - 08	Pikachu Genki Dechu	XG2
Hybrid Heaven	Penny Racers	Y - 25
Hercules	Pokemon Puzzle League	Yoshi's Story
Hot Wheels Turbo Racing	Perfect Striker	Yukel Yukel Troublemaker
Holy Magic Century	Powerful World Soccer 3	Z - 26
Hexen		Zelda: Majora's Mask
Hydro Thunder		Zelda
		Zero Hour (Duke Nukem)

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 095 511

CALLS COST ONLY 60P PER MINUTE TO THIS NUMBER

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 095 810

CALLS COST ONLY 60P PER MINUTE TO THIS NUMBER

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS

TO RESTART THE SERVICE OR TO MOVE BACK A STEP

All logos are trademarks of their respective companies

Please ensure you have permission from the bill payer. Calls to the under 16's number will cost no more than £3.00, and will end after 5 minutes. There is no maximum call time for the over 16's number.

Please put comments or queries in writing to Interactive Telcom Ltd, 8 Grants Walk, P125 5AA, or call our Customer Service: 08700 885 656 (BT National Rate Applies)

TIPS &
CHEATS &
WALKTHROUGHS

VISIT THE UK'S MOST EXTENSIVE VIDEO GAMES WEBSITE

COLLECT YOUR FREE WEEKLY E-MAG PLUS
CHEATS, TIPS, GUIDES & ONLINE SHOP AT
WWW.CHEATUNLIMITED.COM

INTERACTIVE TELCOM LTD

Dreamcast PlayStation Game Boy Color Sega Saturn PlayStation2

Nintendo 64 PC

Your Tips

Write in

Win the fantastic Excitebike 64 this month

Can you hold your head high and proclaim yourself king of all things Nintendo, or do you cower in the corner like a small kitten, stuck on level one? Either way, write in and we'll see what we can do.

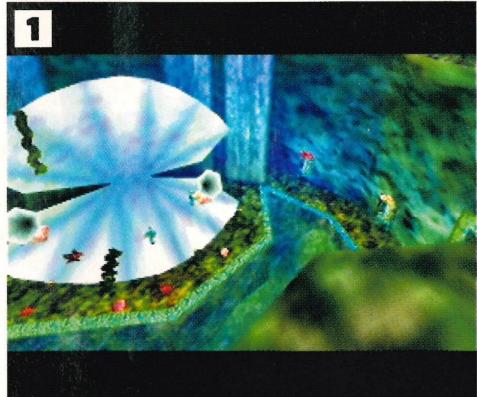
Legend of Zelda Majora's Mask

Extra Heart

Our Zelda guide was pretty detailed, but Siobhan Cosson from Didcot has found something we didn't tell you about. Want to get an extra Heart piece? Take it away Siobhan...

WARIO'S WINNER
Siobhan Cosson,
Didcot

Hit the lights



After you complete the Great Bay Temple, go to the six islands near the doctor's lab. Find the island with a palm tree on it and talk to the man there. ▶ Jump onto the middle island and pay 20 Rupees. Jump on the correct sequence to light torches. You need to get at least 20 torches in the time limit to get that Heart piece.



TWINE

Steal ammo from your mates

We know top secret agents aren't supposed to cheat, but sometimes you just don't get enough ammunition for your mission!

Liam Wolley from Taunton has sent in this sneaky tip to boost your supplies. It only works on levels where you have allies.

WARIO'S WINNER
Liam Wolley,
Taunton

Extra ammo



Walk up to one of your allies, get out your Watch Stunner and hit them with it. Remember not to punch them.



They put their hands up to their face and drop their guns for you to collect. Pretty handy if you're running low!

Legend of Zelda Majora's Mask

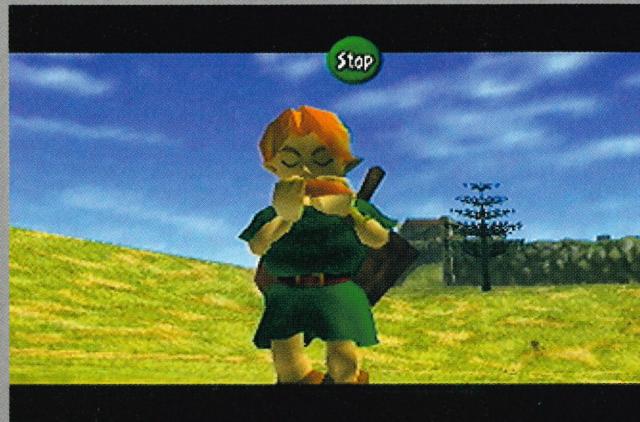
Cool tunes from your Ocarina

You've completed both games a million times but have you learned how to play the Ocarina properly? No?

Then sit back and let Liam Robinson from Whitley Bay teach you the finer arts of this magical instrument...

WARIO'S WINNER
Liam Robinson,
Whitley Bay

Link plays The Simpsons



Take out your Ocarina and play the following sequence of notes. ∇ , \triangleright , \triangle , \square , \wedge , $\wedge + \square$, $\triangle + \square$, ∇ , \wedge , $\square + \nabla + \wedge$ (three times), $\triangle + \wedge$. D'oh!

Your questions answered

Can't go any further with a game and it's making you weep like a girl? Don't be a wuss. Dry your eyes 'cos help is at hand, thanks to NOM...



The World Is Not Enough

Hey, NOMsters! I'm playing TWINE, and I'm having a nightmare finding the bomb on the Underground Uprising level. Any chance of pointing me in the right direction?

Tom Bryant, York

■ Hmmm, it's a bit confusing down there, isn't it? But fear not! We've got the answers you're looking for. Here's what to do...



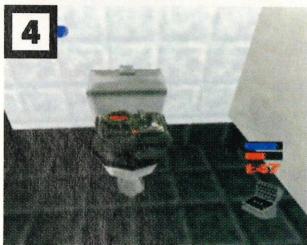
▲ From second tube platform, leave and turn left. Go through the door nearest to the men's toilets.



▲ Once inside the toilet, check the room. There are baddies and hostages in here, so be careful who you shoot at.



▲ The bomb you need to defuse is in a cubicle, on the toilet seat. Equip yourself with the Bomb Disposal Kit.



▲ Place the cursor over the bomb and slowly tap the Z Trigger. Keep red bar in middle until the blue bar disappears.

Legend of Zelda: Ocarina of Time

Can someone please help me?

I'm tearing my hair out 'cos I'm stuck in Ocarina of Time. I'm in Dodongo's Cavern next to the boss door, after the huge mouth opens. But I can't get the switch to stay down. How do you do it?

Zak Keene, Somerset

■ It's a tricky one all right, and a problem we struggled with for ages. And, as with all these things, there's a simple solution staring you in the face. What you have to do is use the stone block to the left of the switch to hold it down. Bet you're kicking yourself now!



▲ When you get to the Dodongo Boss entrance, push the boulder until it falls down into a square hole. Hey presto, the door opens!

Castlevania: Legacy of Darkness

I'm stuck in the Villa and I just can't see a way out. I've managed to get the Copper Key, but what do I do now?

Fran Owen, Bristol

■ Enter the Hedge Maze through the main gate. Go to the area with torches on steps and take a right turn. Go through the door, and follow the path over the bridge. Enter the area with a torch and a white jewel. Save and go through the door. Walk in and fight the boss. Once he's dead, jump into the coffin to reveal a hidden path.



▲ Once you've got out, you have to face this chainsaw wielding bad guy!

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome Nintendo 64 prize. Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Ways To Play!

Have you discovered a new way to play one of your favourite N64 games that they don't tell you in the manual?

WWF No Mercy, Ladder tumble

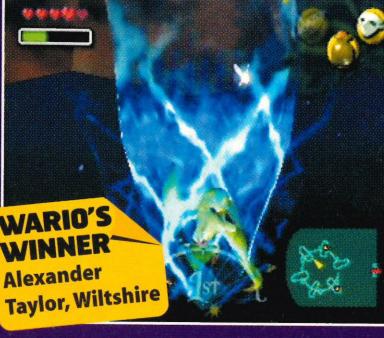


WARIO'S WINNER
Michael Tate,
Exmouth

00:17

- Set up a multiplayer Ladder match with another player.
- One of you should set up the Ladder next to the announcer's table.
- Batter your opponent and then chuck them on the announcer's table.
- Then climb the Ladder, and land on top of them. The winner is the person who sends their opponent through the table.

Majora's Mask, Kill to collect



WARIO'S WINNER
Alexander
Taylor, Wiltshire

- Find a mate and take turns putting on the Zora mask. Head to the Lab in the Great Bay area.
- Jump in the water by the owl and start timing with a stop watch.
- Head towards Pinnacle Rock and collect a sea snake egg.
- Go back to the Lab and put it in the tank. Stop timing at that moment. The fastest time wins.

Your Scores



Have you got what it takes to stand up to the rest of NOM's readers? Prove yourself and you could win an official Nintendo 64 controller.

This month's tough challenges

01

Excitebike 64

Desert level, fastest time to extinguish 10 bonfires

You're gonna have to be quick to beat the other riders to the smoke.

HINT! The course changes each time you play. Try to use this to your advantage.



▲ Race opponents to the fires in Excitebike 64.

02

TWINE

Masquerade, Escape, Secret Agent setting, fastest time

Run away from the pit and jump in the lift where Christmas Jones is waiting for you.

HINT! Pick up all the ammo your enemies leave. You're gonna need it.



▲ More 007 action in this month's Your Scores.

The month's results in full

WWF No Mercy

Cage Match versus HHH, fastest time

Steven Laity is certainly our king of the ring with this super fast time!

TOP BANANA

01 Steven Laity, Bristol 12 secs

TWINE

King's Ransom, Secret Agent setting, fastest time

Congratulations, Mr Harvey. You are indeed a top secret agent.

TOP BANANA

01 Dave Harvey, West Sussex 3:25 secs

02 Charles Swift, Cheshire 20 secs

02 Tom Francis, Bath 3:31 secs

03 Joe Riley, Fleckney 28 secs

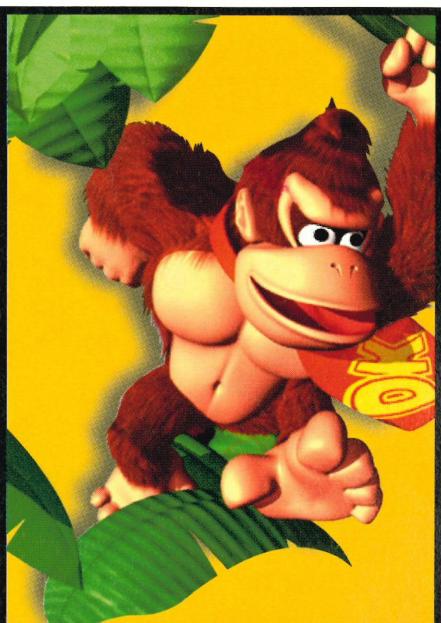
03 Peter Thomas, Devon 3:39 secs

04 Gary Nicholson, Somerset 55 secs

03 Jack King, Newcastle 3:46 secs

05 Mark Cammidge, Hants 65 secs

05 Stuart Davis, Cardiff 3:52 secs



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

1 Pick your challenge, slam on the N64 and get your high score or time. 2 Take a picture of the TV screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry. 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper. 4 Tell us how you scored your best time. We may well print your top tip. 5 Also, pop in a recent snap of you looking daft.

6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

7 Buy the mag to see if you've made it to our Hall of Fame. 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!

Mega Challenge

The new WWF No Mercy Mega Challenge will truly test your mettle, as we find out who is the real king of the Cage match.

What you have to do

To stand a chance of winning a place in our final, you need to start a Cage match. You can pick any wrestler you like, but your opponent has got to be The Rock.

Now's the time to prove you're the fastest out of the Cage. Send in your fastest time, along with a photo to prove that your time's legitimate, to the usual Mega Challenge address.



The Mega Challenge final

Only those who finish in the top four will make it through to the final. These kings of the ring will be invited to NOM Towers for a fight to the finish to see just who's got what it takes. We set the rules for the Mega Challenge Final. If you want to bag the prizes on offer then you'd better dust off those spandex shorts and get sweaty.



► To make sure you're the first one out of that Cage you'll need to stun your opponent before you climb.

Practice all the killer moves that will keep your opponent floored for the longest possible time, otherwise they'll pull you down off the Cage. Good luck!

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday 8 September 2001 free.



Closing date and rules

- The closing date for this Mega Challenge is **Friday 10 August 2001**.
- The Mega Challenge Final will take place on **Saturday 8 September 2001**.
- For the final contest itself, we set the rules! The final will take place in the multiplayer venue of our choice.
- Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place contestant.
- The decision of the magazine is always final. All right?

In the event of a tie, the names will be put into Tim's biggest pants and one will be drawn out to attend the final. That's all you need to know.

Pokémon Gold & Silver

Hereditary Moves Guide Part 2

Want to turn your Pokémon from a bunch of weaklings to an all powerful squad of champs? Read on, Poké Trainer...



Contents

Learn Hereditary Moves

- ✓ Marvellous Marills
- ✓ Super Shuckles
- ✓ Wonderful Woopers

Poké past

- Issue 100 Big Game
- Issue 103 Review
- Issue 104 Breeding guide
- Issue 105 Hereditary Pt 1

WE SAID → "The Poké sequels are, without doubt, the finest Game Boy titles ever made."

M

MANTINE #226

HEREDITARY MOVE

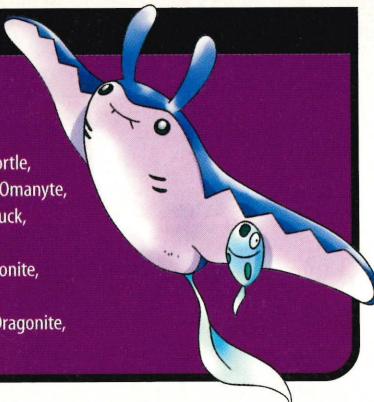
HOW TO GET IT

HAZE Breed with Wooper or Quagsire.

HYDRO PUMP Breed with Squirtle, Wartortle, Blastoise, Horsea, Seadra, Kingdra, Lapras, Omanyte, Omastar, Poliwag, Poliwhirl, Psyduck, Golduck, Totodile, Croconaw or Feraligatr.

SLAM Breed with Dratini, Dragonair, Dragonite, Wooper or Quagsire.

TWISTER Breed with Dragonair, Dratini, Dragonite, Horsea, Seadra or Kingdra.



MAREEP #179

HEREDITARY MOVE HOW TO GET IT

THUNDERBOLT Breed with Pikachu or Raichu.

TAKE DOWN Breed with Dunsparce, Eevee, Growlithe, Arcanine, Phanpy, Ponyta, Rapidash, Rhyhorn, Rhydon, Seel, Dewgong, Snubbull, Granbull, Stantler, Swinub, Piloswine or Tauros.

BODY SLAM Breed with Chikorita, Bayleef, Meganium, Lapras or Snorlax.

SAFEGUARD Breed with Chikorita, Bayleef, Meganium, Lapras, Seel, Dewgong, Vulpix or Ninetales.

SCREECH Breed with Aipom, Dunsparce, Ekans, Arbok, Larvitar, Pupitar, Tyranitar, Lickitung, Mankey, Primeape, Meowth, Persian, Psyduck, Golduck, Snaasel, Totodile, Croconaw, Feraligatr or Umbreon.

REFLECT Breed with Chikorita, Bayleef or Meganium.



MISDREAVUS #200

HEREDITARY MOVE

HOW TO GET IT

DESTINY BOND Breed with Gastly, Haunter, Gengar, Koffing, Weezing or Wobbuffet.

SCREECH Breed with Grimer or Muk.

MARILL #183

HEREDITARY MOVE HOW TO GET IT

AMNESIA Breed with Slowpoke, Slowbro, Wooper or Quagsire.

BELLY DRUM Breed with Poliwag or Poliwhirl.

FORESIGHT Breed male Hoothoot or Noctowl with Farfetch'd. Breed offspring with Psyduck. Breed offspring with Marill.

FUTURE SIGHT Breed male Natu or Xatu with Togetic. Breed male offspring with Marill or Azumarill.

LIGHT SCREEN Breed with male Pikachu.

PERISH SONG Breed with male Lapras or Politoed.

PRESENT Breed with Delibird.

SUPersonic Breed with Mantine.



MEOWTH #052

HEREDITARY MOVE

HOW TO GET IT

AMNESIA Get this move by breeding with Sentret or Furret.

CHARM Breed with Snubbull, Granbull or Pikachu.

HYPNOSIS Breed with Stantler.

SPITE Breed with Dunsparce.

MILTANK #241

HEREDITARY MOVE

HOW TO GET IT

PRESENT Breed with Delibird.

REVERSAL Have a male Smeagle learn

Reversal using Sketch. Mate the Smeagle with Miltank.

SEISMIC TOSS To get this move, breed with Mankey or Primeape.

MR MIME #122

HEREDITARY MOVE

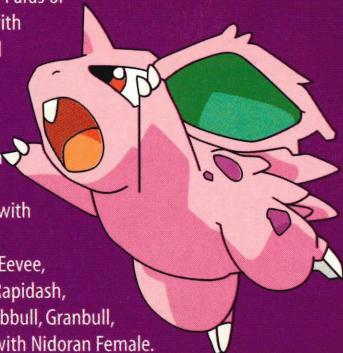
HOW TO GET IT

FUTURE SIGHT Breed with Drowzee, Hypno, Kadabra or Alakazam.

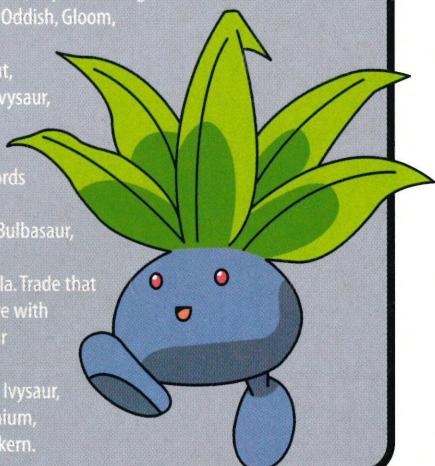
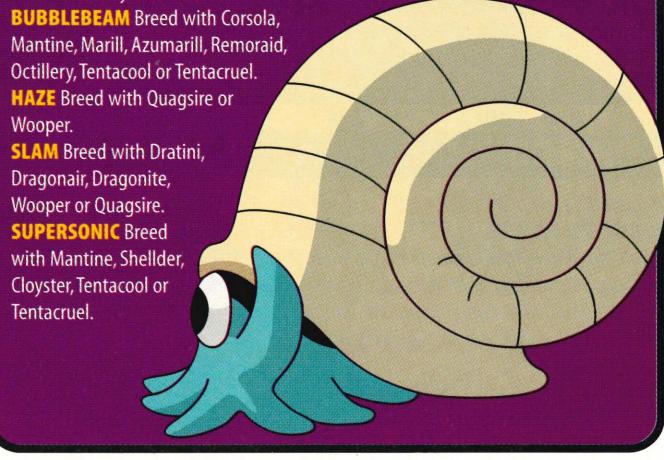
HYPNOSIS Breed with Drowzee or Hypno.

MIMIC Teach TM31 Mimic from Red, Blue or Yellow to Abra, Kadabra, Alakazam, Drowzee, Hypno, Electabuzz, Hitmonlee, Hitmonchan, Jynx, Machop, Machoke, Machamp, Magmar or Mr Mime. Trade the Pokémon who has just learned Mimic to Gold or Silver, then breed with a female Mr Mime.



MURKROW #198**HEREDITARY MOVE HOW TO GET IT****DRILL PECK** Breed with Doduo, Dodrio, Spearow or Fearow.**MIRROR MOVE** Breed with Pidgey, Pidgeotto, Pidgeot, Spearow or Fearow.**QUICK ATTACK** Breed with Pidgey, Pidgeotto or Pidgeot.**WHIRLWIND** Breed with Pidgey, Pidgeotto or Pidgeot.**WING ATTACK** Breed with Aerodactyl, Pidgey, Pidgeotto, Pidgeot, Zubat, Golbat or Crobat.**N****NATU #177****HEREDITARY MOVE HOW TO GET IT****DRILL PECK** Breed with Doduo, Dodrio, Spearow or Fearow.**FAINT ATTACK** Breed with Murkrow.**HAZE** Breed with Zubat, Golbat or Crobat.**QUICK ATTACK** Breed with male Pidgey, Pidgeotto or Pidgeot.**STEEL WING** Breed with Skarmory.**NIDORAN FEMALE #029****HEREDITARY MOVE HOW TO GET IT****BEAT UP** Breed with Sneasel.**CHARM** Breed with Snubbull, Granbull or Pikachu.**COUNTER** Breed male Heracross with Paras or Parasect. Breed their male offspring with Chikorita, Bayleef or Meganium. Breed their male offspring with female Nidoran.**DISABLE** Breed with male Lickitung, Psyduck, Golduck, Slowpoke, Slowbro or Slowking.**FOCUS ENERGY** Breed with Cubone, Marowak, Eevee, Mankey, Primeape, Nidoran Male, Nidorino or Rattata.**SUPersonic** Breed with male Lickitung.**TAKE DOWN** Breed with Dunsparce, Eevee, Growlithe, Arcanine, Phanpy, Ponyta, Rapidash, Rhyhorn, Rhydon, Seel, Dewgong, Snubbull, Granbull, Stantler, Swinub, Tauros or Piloswine.**NIDORAN MALE #032****HEREDITARY MOVE HOW TO GET IT****AMNESIA** Breed Slowpoke, Slowbro, Snorlax, Wooper or Quagsire with Nidoran female.**BEAT UP** Breed with Sneasel.**CONFUSION** Breed Espeon, Girafarig, Psyduck, Golduck, Slowpoke, Slowbro or Slowking with Nidoran female.**COUNTER** Breed male Heracross with Paras or Parasect. Breed their male offspring with Chikorita, Bayleef or Meganium. Breed their male offspring with female Nidoran.**DISABLE** Breed Psyduck, Golduck, Slowpoke, Slowbro or Slowking with a female Nidoran.**SUPersonic** Breed Nidoran female with Lickitung.**TAKE DOWN** Breed male Dunsparce, Eevee, Growlithe, Arcanine, Phanpy, Ponyta, Rapidash, Rhyhorn, Rhydon, Seel, Dewgong, Snubbull, Granbull, Stantler, Swinub, Tauros or Piloswine with Nidoran Female.**O****ODDISH #043****HEREDITARY MOVE HOW TO GET IT****FLAIL** Breed male Magikarp with Horsea or Seadra.

Breed their male progeny with Squirtle, then breed that male progeny with Flail with Chikorita, Bayleef or Meganium. Next breed the male progeny with Oddish, Gloom, Vileplume or Bellossom.

RAZOR LEAF Breed with Bellsprout, Weepinbell, Victreebel, Bulbasaur, Ivysaur, Venusaur, Chikorita, Bayleef, Meganium or Sunflora.**SWORDS DANCE** Teach TM03 Swords Dance from Red, Blue or Yellow to Bellsprout, Weepinbell, Victreebel, Bulbasaur, Ivysaur, Venusaur, Oddish, Gloom, Vileplume, Paras, Parasect or Tangela. Trade that Pokémon to Gold or Silver and mate with female Oddish, Gloom, Vileplume or Bellossom.**SYNTHESIS** Breed with Bulbasaur, Ivysaur, Venusaur, Chikorita, Bayleef, Meganium, Hoppip, Skiploom, Jumpluff or Sunkern.**OMANYTE #018****HEREDITARY MOVE HOW TO GET IT****AURORA BEAM** Breed with Remoraid, Octillery, Seel, Dewgong, Shellder or Cloyster.**BUBBLEBEAM** Breed with Corsola, Mantine, Marill, Azumarill, Remoraid, Octillery, Tentacool or Tentacruel.**HAZE** Breed with Quagsire or Wooper.**SLAM** Breed with Dratini, Dragonair, Dragonite, Wooper or Quagsire.**SUPersonic** Breed with Mantine, Shellder, Cloyster, Tentacool or Tentacruel.

ONIX #095

HEREDITARY MOVE

HOW TO GET IT

FLAIL Breed with Sudowoodo.
ROCK SLIDE Breed with Sudowoodo.



P

PARAS #046

HEREDITARY MOVE HOW TO GET IT

COUNTER Breed with Heracross.

FALSE SWIPE Breed with Scyther or Scizor.

FLAIL Breed male Magikarp with Horsea. Breed their progeny with female Squirtle. Breed their male progeny with female Chikorita. Finally breed their male progeny with Paras.

LIGHT SCREEN Breed with Chikorita, Bayleef, Meganium, Ledyba or Ledian.

PSYBEAM Breed with Butterfree, Venonat or Venomoth.

PURSUIT Breed with Beedrill, Scyther or Scizor.

SCREECH Breed with Gligar, Spinarak, Ariados or Yanma.



PHANPY #0231

HEREDITARY MOVE HOW TO GET IT

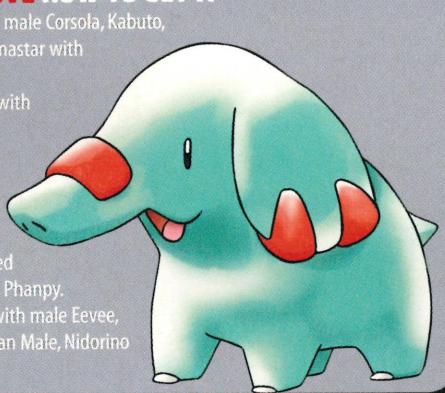
ANCIENT POWER Breed male Corsola, Kabuto,

Kabutops, Omanyte or Omastar with Wooper or Quagsire.

Breed the male progeny with female Phanpy.

BODY SLAM Breed male Chikorita, Bayleef, Meganium, Lapras or Snorlax with Mareep, Flaffy or Ampharos. Breed their male offspring with Phanpy.

FOCUS ENERGY Breed with male Eevee, Mankey, Primeape, Nidoran Male, Nidorino or Rattata.



PICHU #172

HEREDITARY MOVE

HOW TO GET IT

BIDE Teach a male Smeargle Bide using Sketch.

Breed the Smeargle with Pikachu or Raichu.

DOUBLESLAP Breed with Clefairy, Clefable, Jigglypuff or Wigglytuff.

ENCORE Breed with Clefairy, Clefable or Togetic.

PRESENT Breed with Delibird.

REVERSAL To get this move, teach a male Smeargle Reversal using Sketch, then breed with female Pikachu or Raichu.



PINECO #204

HEREDITARY MOVE

HOW TO GET IT

FLAIL Breed male Magikarp with Horsea. Breed their progeny with Squirtle. Breed their male progeny with Chikorita. Breed their male progeny with a female Paras. To finish off, breed their male baby with Pineco or Forretress.

PIN MISSILE Breed with Beedrill.

REFLECT Breed with Ledyba or Ledian.

SWIFT Breed with Ledyba, Ledian or Yanma.



POLIWAG #060

HEREDITARY MOVE HOW TO GET IT

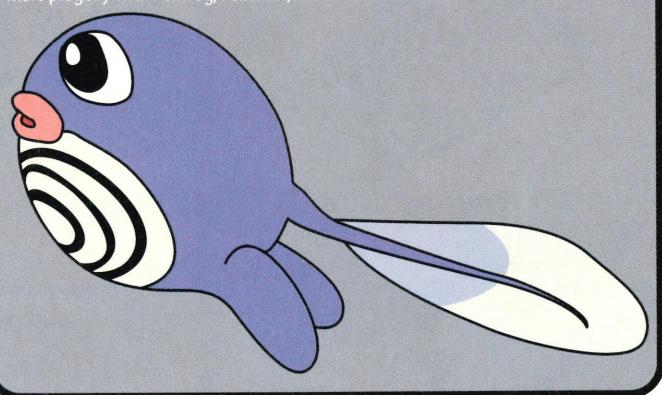
BUBBLEBEAM Breed with Corsola, Mantine, Marill, Azumarill, Remoraid or Octillery.

HAZE Breed with Wooper or Quagsire.

MIND READER Breed with Poliwrath.

MIST Breed with Lapras, Wooper or Quagsire.

SPLASH Breed male Magikarp with Horsea, Seadra or Kingdra. Breed the resulting male progeny with Poliwag, Poliwhirl, Poliwrath or Politoed.



PONYTA #077

HEREDITARY MOVE HOW TO GET IT

CHARM For this move, breed with Snubbull, Granbull or Pikachu.

DOUBLE KICK Breed with Jolteon, Nidoran Male, Nidorino or Nidoking.

FLAME WHEEL Breed with Cyndaquil, Quilava, Typhlosion, Growlithe or Arcanine.

HYPNOSIS Breed with Stantler.

QUICK ATTACK Breed with Cyndaquil, Quilava, Typhlosion, Eevee, Espeon, Flareon, Jolteon, Umbreon, Vaporeon, Pikachu, Raichu, Rattata, Raticate, Sentret, Furret, Sneasel, Vulpix or Ninetales.

THRASH Breed with Mankey, Primeape, Tauros, Teddiursa or Ursaring.



PSYDUCK #054

HEREDITARY MOVE HOW TO GET IT

FORESIGHT Breed a male Hoothoot or Noctowl with Farfetch'd. Breed their offspring with a female Psyduck.

FUTURE SIGHT Breed a male Natu or Xatu with a Togetic. Next breed their progeny with a female Marill or Azumarill. Finally breed their offspring with a female Psyduck or Golduck.

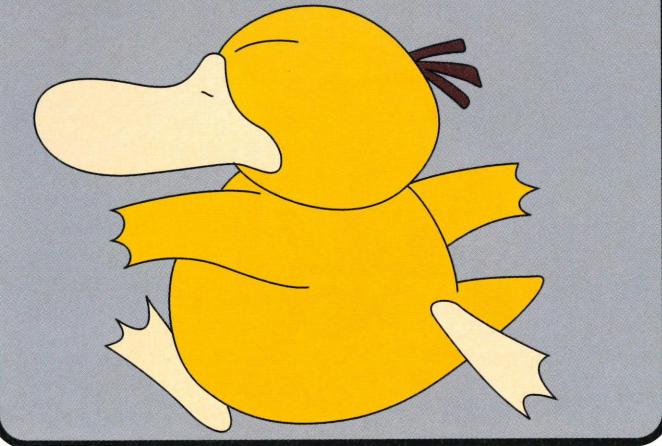
HYPNOSIS Breed with Poliwig, Poliwhirl, Poliwrath, Politoed or Stantler.

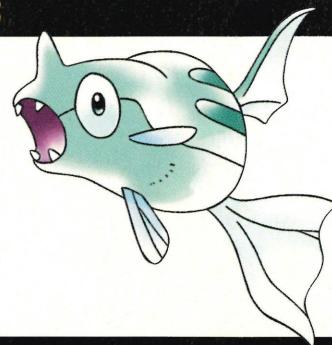
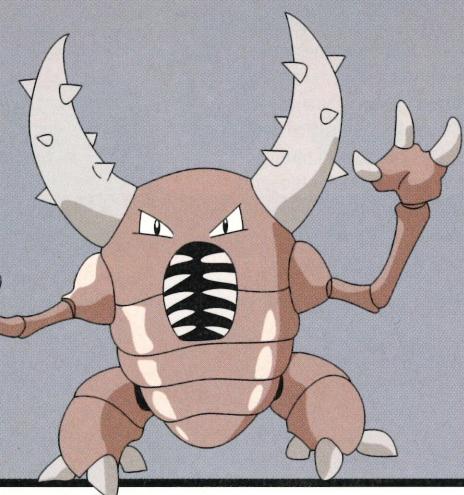
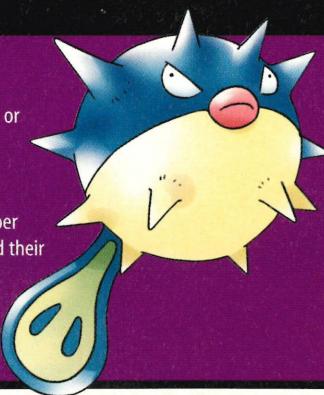
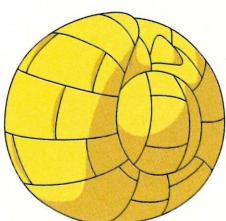
ICE BEAM Breed with Lapras, Remoraid, Octillery, Seel or Dewgong.

LIGHT SCREEN Breed with Mareep, Flaffy, Ampharos or Pikachu.

PSYBEAM Breed with Espeon, Girafarig, Remoraid or Octillery.

PSYCHIC Breed with Espeon, Slowpoke, Slowbro or Slowking.



PIDGEY #016**HEREDITARY MOVE
HOW TO GET IT****FAINT ATTACK** Breed with Murkrow.**FORESIGHT** Breed with Hoothoot or Noctowl.**PURSUIT** For this move, breed with Doduo, Dodrio, Spearow or Fearow.**REMORAID #223****HEREDITARY MOVE
HOW TO GET IT****AURORA BEAM** Breed with Remoraid, Octillery, Seel or Dewgong.**HAZE** Breed with Wooper or Quagsire.**OCTAZOOKA** Breed with Octillery.**SCREECH** Breed with Psyduck, Golduck, Totodile, Croconaw or Feraligatr.**SUPersonic** Breed with Chinchou, Lanturn, Goldeen, Seaking or Mantine.**PINSIR #127****HEREDITARY MOVE HOW TO GET IT****FLAIL** Breed male Magikarp with Horsea. Breed their offspring with female Squirtle. Breed their male progeny with Chikorita. Again, breed the male offspring with a female Paras. To conclude, breed the male product of this union with a female Pinsir.**FURY ATTACK** Breed with Beedrill or Heracross.**RHYHORN #111****HEREDITARY MOVE HOW TO GET IT****COUNTER** Breed a male Heracross with a female Paras or Parasect. Next breed their male progeny with Chikorita, Bayleef or Meganium. Breed the resulting offspring with a female Rhyhorn.**CRUNCH** Breed with Girafarig, Houndour, Houndoom, Larvitar, Pupitar or Tyranitar.**MAGNITUDE** Breed with Diglett or Dugtrio.**PURSUIT** Breed with Dunspare, Rattata, Raticate, Tauros or Umbreon.**REVERSAL** Teach a male Smeargle Reversal via the Sketch move. Now mate the Smeargle with a Rhyhorn or Rhydon.**ROCK SLIDE** Breed with Larvitar, Pupitar or Tyranitar.**THRASH** Breed with Cubone, Marowak, Larvitar, Pupitar, Tyranitar, Mankey, Primeape, Nidoking, Tauros, Teddiursa or Ursaring.**Q****QWILFISH #211****HEREDITARY MOVE****HOW TO GET IT****BUBBLEBEAM** Breed with Remoraid or Octillery.**FLAIL** Breed with Chinchou, Lanturn, Goldeen, Seaking or Magikarp.**HAZE** Breed a male Quagsire or Wooper with Remoraid or Octillery. Next breed their progeny with a female Qwilfish.**SUPersonic** For this Hereditary Move, breed with Chinchou, Lanturn, Goldeen or Seaking.**R****RATTATA #019****HEREDITARY MOVE HOW TO GET IT****BITE** Breed with Eevee, Flareon, Vaporeon, Ekans, Arbok, Growlithe, Houndour, Houndoom, Meowth, Persian, Snubbull or Grampuff.**COUNTER** Breed a male Heracross with a female Paras or Parasect. Next, breed their male progeny with Chikorita, Bayleef or Meganium. Breed the resulting offspring with a female Rhyhorn. Finally breed their male progeny with Rattata.**FLAME WHEEL** Breed with Cyndaquil, Quilava, Typhlosion, Growlithe or Arcanine.**FURY SWIPES** Breed with Aipom, Mankey, Primeape, Meowth, Persian, Psyduck, Golduck, Sandsrew, Sandlash, Sentret, Furret, Teddiursa or Ursaring.**REVERSAL** Teach a male Smeargle Reversal via the Sketch move. Now breed the Smeargle with a female Rattata or Raticate.**SCREECH** Breed with Aipom, Dunspare, Ekans, Arbok, Mankey, Primeape, Meowth, Persian, Psyduck, Golduck, Sneasel or Umbreon.**S****SANDSHREW #027****HEREDITARY MOVE HOW TO GET IT****COUNTER** Breed a male Heracross with a female Paras or Parasect. Next breed their male progeny with Chikorita, Bayleef or Meganium. Breed the resulting offspring with a female Rhyhorn. Finally breed their male progeny with a female Sandlash or Sandshrew.**FLAIL** Breed with Phanpy or Donphan.**RAPID SPIN** Breed with Donphan.**SAFEGUARD** Breed with Seel, Dewgong, Vulpix or Ninetales.

SCYTHER #123

HEREDITARY MOVE

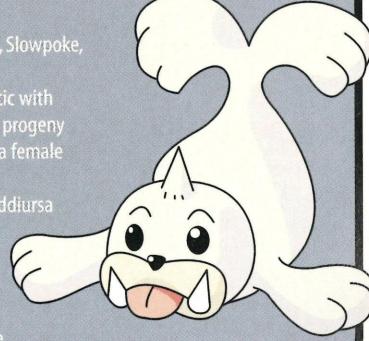
HOW TO GET IT

BATON PASS Breed with Ledyba or Ledian.**COUNTER** Breed with Heracross.**LIGHT SCREEN** For this one, breed with Ledyba or Ledian.**RAZOR WIND** Teach TM02 Razor Wind from Red, Blue or Yellow to Butterfree or Venomoth. Trade that Pokémon with Gold or Silver. If it's male you can breed it with a female Scyther or Scizor.**REVERSAL** Breed with Heracross.**SAFEGUARD** Breed with Butterfree, Ledyba, Ledian or Shuckle.

SEEL #086

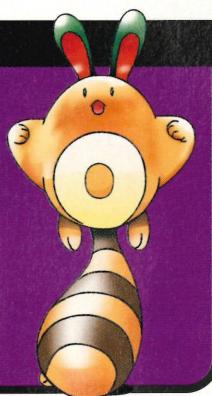
HEREDITARY MOVE

HOW TO GET IT

DISABLE Breed with Psyduck, Golduck, Slowpoke, Slowbro or Slowking.**ENCORE** Breed a male Clefairy or Togetic with Pikachu or Raichu. Now wait until their progeny evolves into Pikachu and breed it with a female Seel or Dewgong.**LIK** Breed with Snubbull, Granbull, Teddiursa or Ursaring.**PECK** Breed with Farfetch'd.**PERISH SONG** Breed with Lapras.**SLAM** Breed with Dratini, Dragonair, Dragonite, Pikachu, Wooper or Quagsire.

SENTRET #161

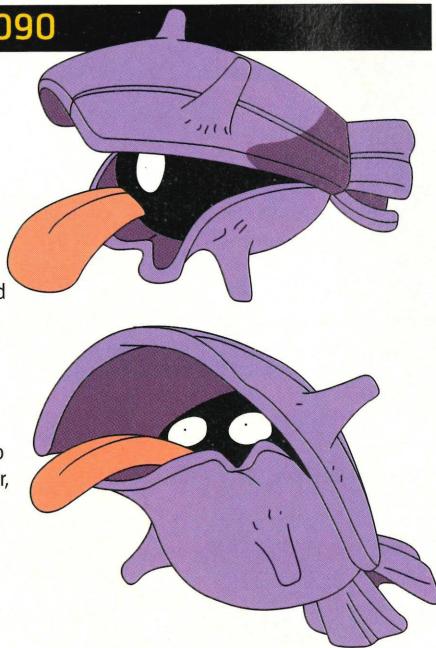
HEREDITARY MOVE HOW TO GET IT

DOUBLE-EDGE Breed with Phanpy.**FOCUS ENERGY** Breed with Eevee, Mankey, Primeape, Nidoran Male, Nidorino or Rattata.**PURSUIT** Breed with Dunsparce, Rattata, Raticate, Tauros or Umbreon.**REVERSAL** Teach a male Smeargle Reversal via the Sketch move, then breed with a Sentret or Furret.**SLASH** Breed with Diglett, Dugtrio, Farfetch'd, Meowth, Persian, Sandshrew, Sandslash, Snesel, Teddiursa or Ursaring.

SHELLDER #090

HEREDITARY MOVE

HOW TO GET IT

BARRIER Breed with Tentacool or Tentacruel.**BUBBLEBEAM** Breed with Corsola, Tentacool or Tentacruel.**RAPID SPIN** Breed a male Squirtle, Wartortle or Blastoise with a Kabuto or Kabutops. Breed their male progeny with a female Shellder or Cloyster.**SCREECH** Breed with Tentacool or Tentacruel.**TAKE DOWN** Teach TM09 Take Down from Red, Blue or Yellow to Kabuto, Kabutops, Krabby, Kingler, Omanyte, Omastar, Shellder, Cloyster, Tentacool or Tentacruel. Now trade that Pokémon with Gold or Silver. If it's a male, you can now breed it with a Shellder or Cloyster.

SKARMORY #227

HEREDITARY MOVE

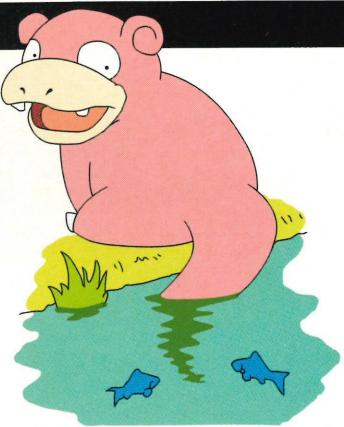
HOW TO GET IT

DRILL PECK Breed with Doduo, Dodrio, Spearow or Fearow.**PURSUIT** Breed with male Doduo, Dodrio, Spearow, Fearow or Murkrow.**WHIRLWIND** Breed with Pidgey, Pidgeotto or Pidgeot.

SLOWPOKE #079

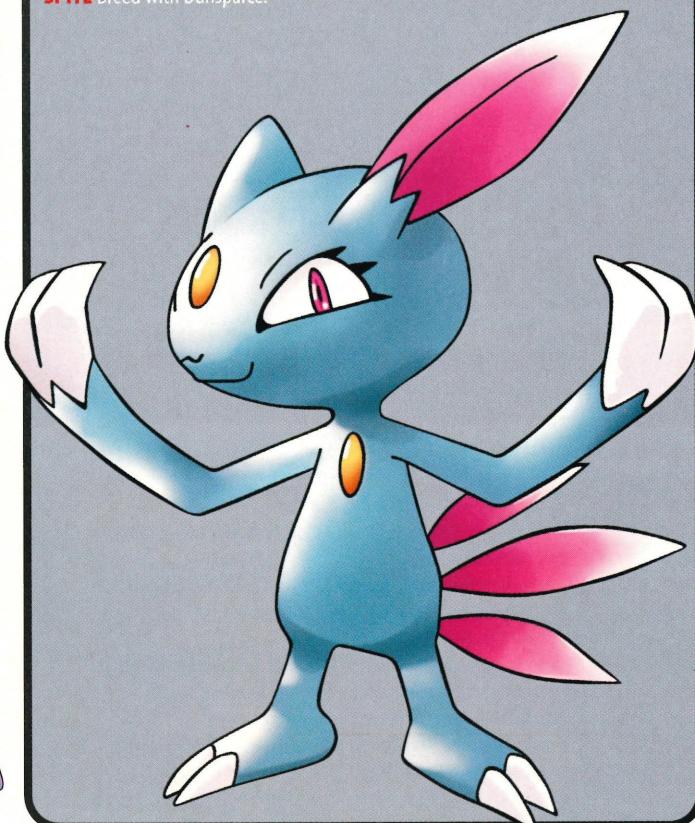
HEREDITARY MOVE

HOW TO GET IT

BELLY DRUM Breed with Poliwag, Poliwhirl or Snorlax.**FUTURE SIGHT** Breed male Natu or Xatu with Togetic. Now breed their male progeny with a Marill or Azumarill. Finally, breed their male progeny with a female Slowpoke, Slowking or Slowbro.**SAFEGUARD** Breed with Chikorita, Bayleaf, Meganium, Dratini, Dragonair, Dragonite, Lapras, Seel or Dewgong.**STOMP** For this move, breed with Lickitung, Rhyhorn or Rhydon.

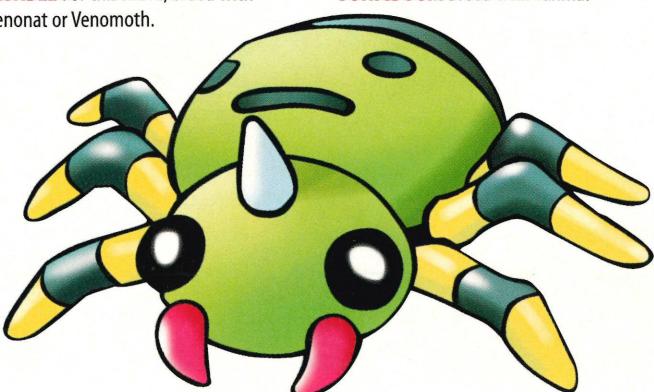
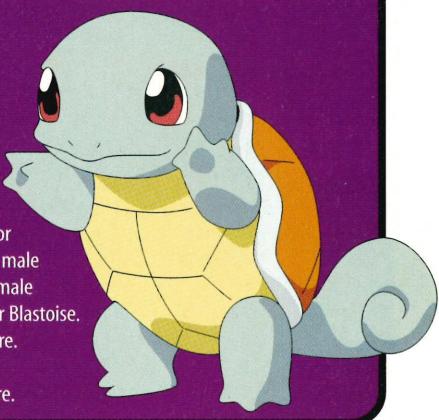
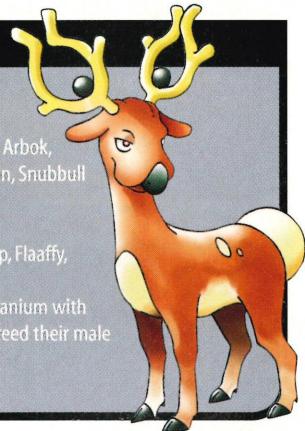
SNEASEL #215

HEREDITARY MOVE HOW TO GET IT

BITE Breed with Eevee, Flareon, Vaporeon, Growlithe, Houndour, Houndoom, Meowth, Persian, Snubbull or Granbull.**COUNTER** For this move, breed a male Heracross with a female Paras or Parasect. Next, breed their male progeny with Chikorita, Bayleaf or Meganium. Breed the resulting offspring with a female Rhyhorn. Finally, breed their male progeny with a female Snesel.**FORESIGHT** Breed male Hoothoot or Noctowl with Farfetch'd. Breed their male progeny with a female Snesel.**REFLECT** Breed a male Chikorita, Bayleaf, or Meganium with a female Mareep, Flaffy or Ampharos. Then breed their progeny with a female Snesel.**SPITE** Breed with Dunsparce.

SNUBBULL #209**HEREDITARY MOVE HOW TO GET IT****CRUNCH** Breed with Houndour, Houndoom or Girafarig**FAINT ATTACK** Breed with Houndour, Houndoom, Meowth, Persian, Sneasel, Teddiursa, Ursaring or Umbreon.**HEAL BELL** Teach a Smeargle Heal Bell via the Sketch move. Now breed that Smeargle with a female Snubbull or Granbull.**LEER** Breed with Ekans, Arbok, Farfetch'd, Flareon

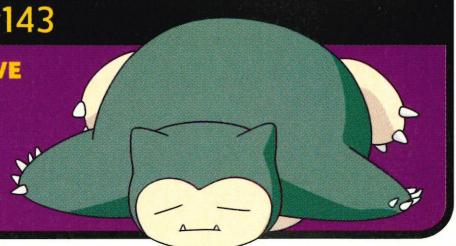
Growlithe, Arcanine, Houndour, Houndoom, Mankey, Primeape, Nidoran Male, Nidorino, Sneasel, Stantler, Teddiursa or Ursaring.

LICK Breed with Snubbull, Granbull, Teddiursa or Ursaring.**METRONOME** Breed with Clefairy, Clefable or Togetic.**PRESENT** Breed with Delibird.**REFLECT** Breed a male Chikorita, Bayleef or Meganium with a female Mareep, Flaaffy or Ampharos. Now breed their progeny with a female Snubbull or Granbull.**SPEAROW #021****HEREDITARY MOVE HOW TO GET IT****FAINT ATTACK** Breed with Murkrow.**FALSE SWIPE** Breed with Farfetch'd.**QUICK ATTACK** Breed with Pidgey, Pidgeotto or Pidgeot.**SCARY FACE** Breed with male Aerodactyl.**TRI ATTACK** Breed with Doduo or Dodrio.**SPINARAK #167****HEREDITARY MOVE****HOW TO GET IT****BATON PASS** Breed with Ledyba or Ledian.**DISABLE** For this move, breed with Venonat or Venomoth.**PSYBEAM** Breed with Butterfree, Venonat or Venomoth.**PURSUIT** Breed with Scyther or Scizor.**SONICBOOM** Breed with Yanma.**SQUIRTLE #007****HEREDITARY MOVE****HOW TO GET IT****CONFUSION** Breed with Psyduck, Golduck, Slowpoke, Slowbro or Slowking.**FLAIL** Breed male Magikarp with Horsea or Seadra. Now breed their male progeny with Flail with Squirtle, Wartortle or Blastoise.**FORESIGHT** Breed male Hoothoot or Noctowl with Farfetch'd. Breed their male offspring with Psyduck. Breed their male progeny with a Squirtle, Wartortle or Blastoise.**HAZE** Breed with Wooper or Quagsire.**MIRROR COAT** Breed with Corsola.**MIST** Breed with Wooper or Quagsire.**STANTLER #234****HEREDITARY MOVE****HOW TO GET IT****BITE** Breed with Eevee, Flareon, Vaporeon, Ekans, Arbok, Growlithe, Houndour, Houndoom, Meowth, Persian, Snubbull or Granbull.**DISABLE** Breed with Golduck or Psyduck.**LIGHT SCREEN** For this move, breed with Mareep, Flaaffy, Ampharos or Pikachu.**REFLECT** Breed a male Chikorita, Bayleef, or Meganium with Mareep, Flaaffy or Ampharos. Now you need to breed their male progeny with Stantler.**SPITE** Breed with Dunsparce.**SWINUB #220****HEREDITARY MOVE****HOW TO GET IT****ANCIENT POWER** For this move, breed a male Corsola, Kabuto, Kabutops, Omanyte or Omanstar with a Wooper or Quagsire. Now breed their male progeny with Swinub or Piloswine.**BITE** To get this one, breed with Eevee, Flareon, Vaporeon, Ekans, Arbok, Growlithe, Houndour, Houndoom, Meowth, Persian, Snubbull or Granbull.**BODY SLAM** To give your Pokémon this move, breed male Lapras, Poliwhirl or

Poliwhirl with a Wooper or Quagsire. Breed their male progeny with Body Slam with a Swinub or Piloswine.

ROCK SLIDE For this move, breed a male Larvitar, Pupitar or Tyranitar with a female Rhyhorn or Rhydon. Next breed their male progeny with Rock Slide with a female Piloswine or Swinub.

TAKE DOWN To get this move, breed with Dunsparce, Eevee, Growlithe, Arcanine, Phanpy, Ponyta, Rapidash, Rhyhorn, Rhydon, Seel, Dewgong, Sunbulb, Stantler, Tauros or Granbull.

SHUCKLE #213**HEREDITARY MOVE HOW TO GET IT****SWEET SCENT** Teach TM12 Sweet Scent from Gold and Silver to a male Ledyba, Ledian, Paras, Parasect, Pineco, Forretress or Venonat. Now breed with a Shuckle.**SLUGMA #218****HEREDITARY MOVE HOW TO GET IT****ACID ARMOUR** Breed with Grimer or Muk.**SNORLAX #143****HEREDITARY MOVE****HOW TO GET IT****LICK** Breed with Lickitung.

SUDOWOODO #185

HEREDITARY MOVE HOW TO GET IT

SELF DESTRUCT Breed with Geodude, Graveler or Golem.

T

TANGELA #114

HEREDITARY MOVE HOW TO GET IT

AMNESIA Breed a male Slowpoke, Slowbro, Wooper or Quagsire with a Marill or Azumarill. Next breed their male offspring with a Hoppip, Skiploom or Jumpluff. Breed their male progeny with Tangela.

CONFUSION Breed with Exeggcute or Exeggcutor.

FLAIL For this move, breed a male Magikarp with Horsea or Seadra. Now breed their male progeny with Flail with a female Squirtle. Breed the offspring of that union with Flail with a female Chikorita, Bayleef or Meganium. Now breed their male progeny with Tangela.

MEGA DRAIN Breed with Hoppip, Skiploom, Meganium or Sunkern.

REFLECT To get this, breed with Chikorita, Bayleef, Meganium or Exeggcute.



TEDDIURSA #216

HEREDITARY MOVE HOW TO GET IT

COUNTER Breed a male Heracross with a female Paras or Parasect. Next, breed their male progeny with Chikorita, Bayleef or Meganium.

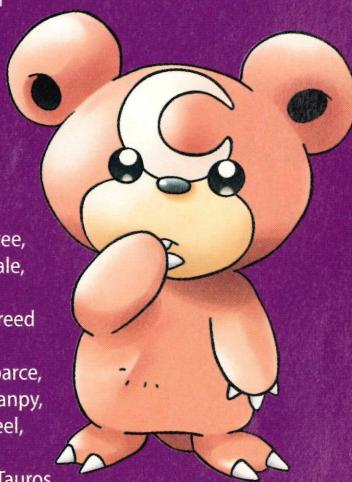
Breed the resulting offspring with a female Rhyhorn. Finally, breed their male progeny with a female Teddiursa or Ursaring.

CRUNCH Breed with Girafarig, Houndour or Houndoom.

FOCUS ENERGY Breed with Eevee, Mankey, Primeape, Nidoran Male, Nidorino or Rattata.

SEISMIC TOSS For this move, breed with Mankey or Primeape.

TAKE DOWN Breed with Dunsparce, Eevee, Growlithe, Arcanine, Phanpy, Rapidash, Rhyhorn, Rhydon, Seel, Dewgong, Snubbull, Granbull, Stantler, Swinub, Piloswine or Tauros.



TENTACOOL #072

HEREDITARY MOVE HOW TO GET IT

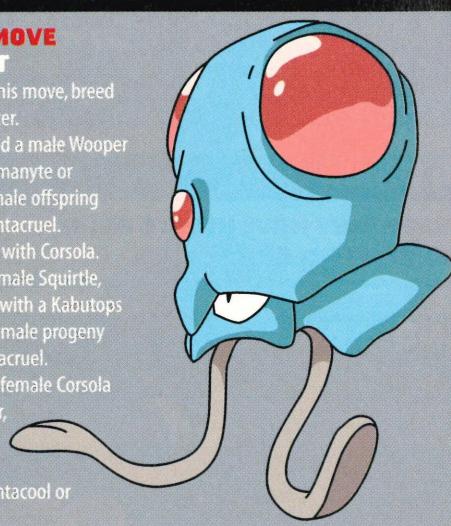
AURORA BEAM For this move, breed with Shellder or Cloyster.

HAZE You should breed a male Wooper or Quagsire with an Omanyte or Omastar. Breed their male offspring with a Tentacool or Tentacruel.

MIRROR COAT Breed with Corsola.

RAPID SPIN Breed a male Squirtle, Wartortle or Blastoise with a Kabutops or Kabuto. Breed their male progeny with Tentacool or Tentacruel.

SAFEGUARD Breed a female Corsola with Dratini, Dragonair, Dragonite, Seel or Dewgong. Breed their male progeny with Tentacool or Tentacruel.



TOGEPI #175

HEREDITARY MOVE HOW TO GET IT

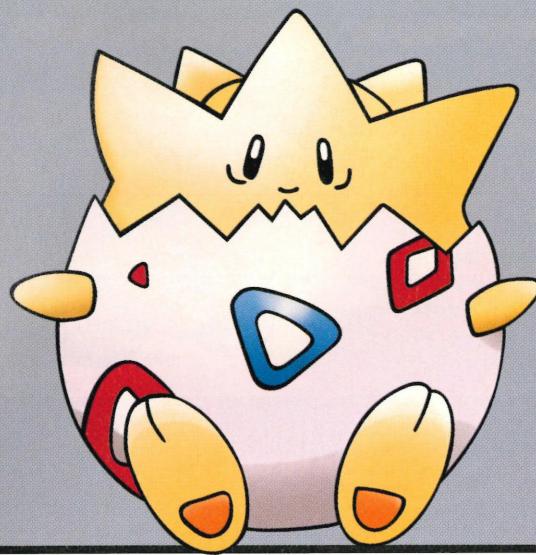
FORESIGHT Breed with Hoothoot or Noctowl.

FUTURE SIGHT Breed with Natu or Xatu.

MIRROR MOVE Breed with Pidgey, Pidove, Pidgeot, Spearow or Fearow.

PECK Breed with Doduo, Dodrio, Farfetch'd, Hoothoot, Noctowl, Murkrow, Natu, Xatu, Skarmory, Spearow or Fearow.

PRESENT Breed male Delibird with Present with Marill, Azumarill, Pikachu, Raichu, Snubbull or Granbull. Breed their male progeny with Present with Togetic.



TOTODILE #158

HEREDITARY MOVE HOW TO GET IT

ANCIENT POWER You should breed with Corsola, Kabuto, Kabutops, Omanyte or Omastar.

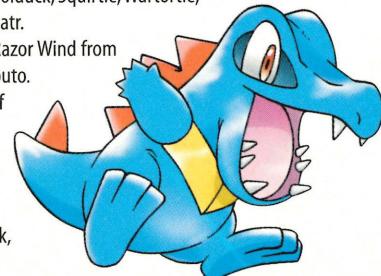
CRUNCH Breed with Larvitar, Pupitar or Tyranitar.

HYDRO PUMP Breed with Horsea, Seadra, Kingdra, Lapras, Omanyte, Omastar, Poliwag, Poliwhirl, Psyduck, Golduck, Squirtle, Wartortle, Blastoise, Totodile, Croconaw or Feraligatr.

RAZOR WIND You must teach TM02 Razor Wind from Red, Blue or Yellow to Kabutops or Kabuto. Trade that Pokémon to Gold or Silver. If it's a male, breed with a Totodile, Croconaw or Feraligatr.

ROCK SLIDE Breed with Larvitar, Pupitar or Tyranitar.

THRASH Breed with Cubone, Marowak, Larvitar, Pupitar, Tyranitar or Nidoking.



TYROGUE #236

HEREDITARY MOVE HOW TO GET IT

HI JUMP KICK Breed with Hitmonlee.

MACH PUNCH Breed with Hitmonchan.

MIND READER Breed with Hitmonlee.

RAPID SPIN Breed with Hitmontop.



V

VULPIX #037

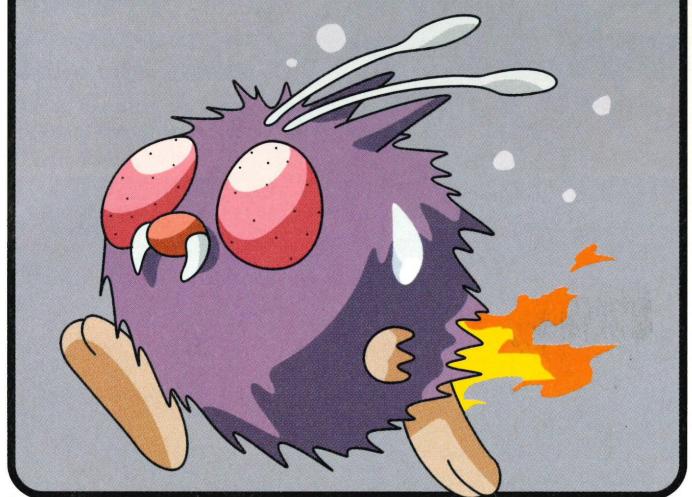
HEREDITARY MOVE

HOW TO GET IT

DISABLE Breed with Psyduck or Golduck.**FAINT ATTACK** Breed with Houndour, Houndoom, Meowth, Persian, Sneasel, Teddiursa, Ursaring or Umbreon.**FLAIL** Breed with Phanpy or Donphan.**HYPNOSIS** Breed with Stantler.**SPITE** Breed with Dunsparce.

VENONAT #048

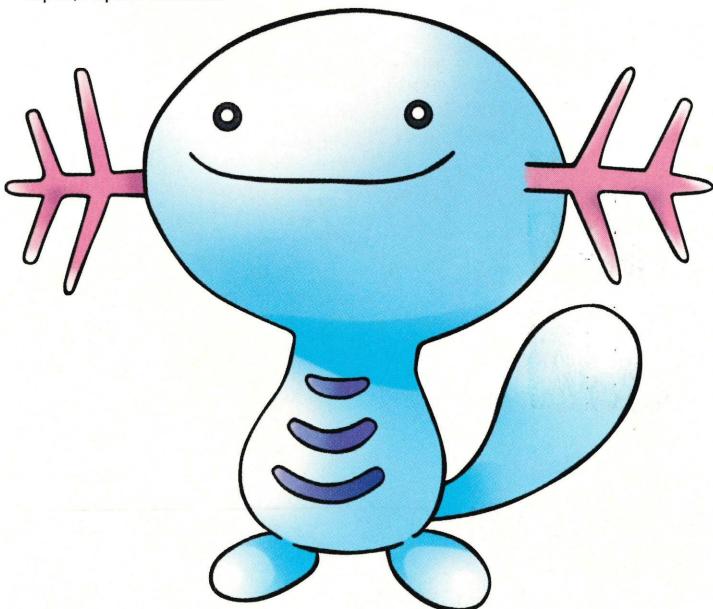
HEREDITARY MOVE HOW TO GET IT

BATON PASS Breed with Ledyba or Ledian.**SCREECH** Breed with Gligar, Spinarak, Ariados or Yanma.

W

WOOPER #194

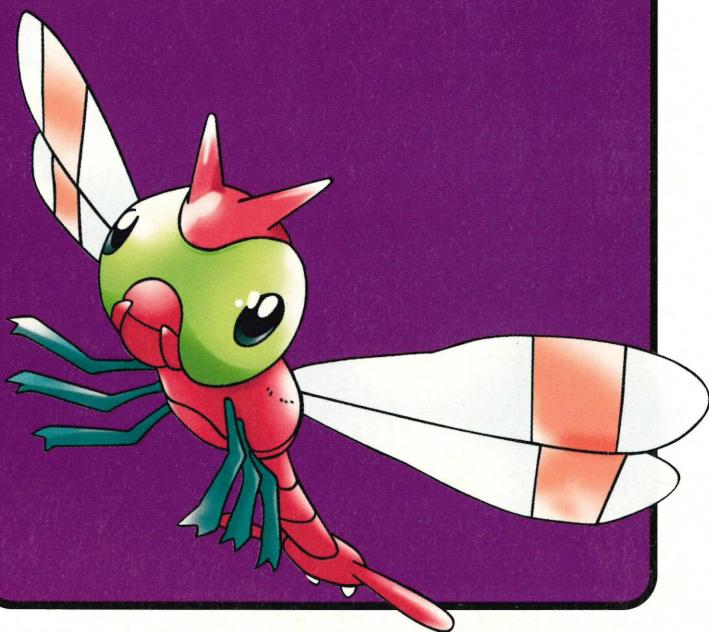
HEREDITARY MOVE HOW TO GET IT

ANCIENT POWER Breed with Corsola, Kabuto, Kabutops, Omanyte or Omastar.**BODY SLAM** Breed with Lapras, Nidoking, Poliwag or Poliwhirl.**SAFEGUARD** For this move, you should breed with Seel, Dewgong, Dratini, Dragonair, Lapras, Vulpix or Ninetales.

Y

YANMA #193

HEREDITARY MOVE HOW TO GET IT

LEECH LIFE Breed with Ariados, Paras, Parasect, Venonat or Venomoth.**REVERSAL** Breed with male Heracross.**WHIRLWIND** Breed with Butterfree.

Z

ZUBAT #041

HEREDITARY MOVE HOW TO GET IT

FAINT ATTACK Breed with Murkrow.**GUST** Breed with Pidgey, Pidgeotto or Pidgeot.**PURSUIT** Breed with Dodrio, Doduo, Murkrow, Spearow or Fearow.**QUICK ATTACK** Breed with Pidgey, Pidgeotto or Pidgeot.**WHIRLWIND** Breed with Pidgey, Pidgeotto or Pidgeot.

Banjo Tooie

Gruntilda Whoopin' Guide Part 1

Banjo Tooie is a humongous game with tons of bits and pieces to find. You'd better get ready for a LONG journey...

Contents

Busted open...

- ✓ Isle O'Hags ✓ Spiral Mountain
- ✓ Mayahem Temple ✓ Targitzan's Temple
- ✓ Glitter Gulch Mine ✓ Old King Coal
- ✓ Witchy World ✓ Mr Patch

Banjo's Best Bits

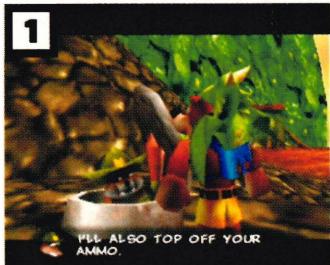
- Issue 93 News
- Issue 102 Big Game
- Issue 104 Review

WE SAID "Could this be the best adventure game on the N64? We think so!"

Isle O' Hags

Welcome to the Isle O' Hags, the very first place you come to in the massive platformer that is Banjo Tooie!

This wacky world is the hub of the whole game 'cos from here you can get to all the other levels. It's packed full of secrets so make sure you explore every nook and cranny and find everything there is to see!



▲ Before you go into a level, always have a look around for Jamjars hatch. You'll need to find one of these helpful hatches 'cos it's here that you'll come across a whole load of moves, including how to use each of the different Eggs.



▲ You'll be coming back to Jiggywiggys temple rather often. As soon as you've got enough Jiggies to open up a new level, make sure you return. You'll find that there are loads of puzzles that pop up there between levels.



▲ Each one of the 10 Jiggies on the Isle O' Hags can be won by saving Jinjos in the rest of the levels. King Jingaling will give you your first Jiggy and if you save a whole family, they'll give you a Jiggy!



▲ Oh, and one other thing. Don't forget Honey B's Hive, found on the Plateau (by Glitter Gulch Mine). Take your empty Honeycombs here to extend your energy meter! This is really useful later on...



What an evil old hag. No, it's not Geri Halliwell, it's Gruntilda the wicked witch of Banjo Tooie!

Spiral Mountain

If you've played Banjo Kazooie, you're probably pretty familiar with this area by now.

But Grunty and her two horrible sisters have wrecked the area, making Banjo one unhappy bear.

► If you haven't played before, make sure you wander around and find all the molehills to learn the basic moves.



▲ When you've been around a bit, don't forget about Banjo's old stomping grounds. Come back and have a look around. Fly for a bit and you'll find loads of stuff hidden behind barriers that you can blow up with Grenade Eggs!



▲ Don't forget to visit Grunty's old lair once in a while, too. Cheato's here waiting for you and, every time you find five of his pages, make sure you come straight back here. The cheats are really useful and will help you out loads.



▲ When you're finally ready to start your mission in full, follow nasty old Grunty down into her cave and you'll meet Klungo, who will give you your first mini boss battle!



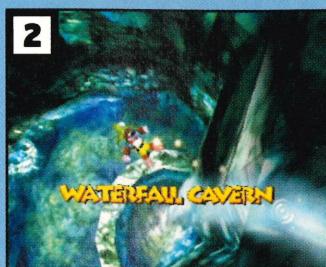
▲ Simply peck him when he's unshielded and avoid his yellow exploding potions and you'll be fine! He's a pushover. And he will be next time you meet him, too!

Super secret! Dragon Kazooie!

The Isle O' Hags also houses one of the coolest secrets in the game... the ability to turn Kazooie into a dragon!

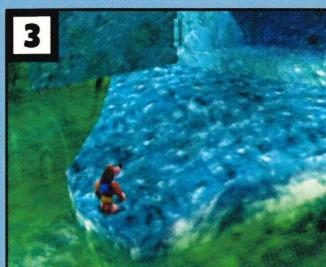


1 ▲ The first thing you need to do is find the Grip Grab ledge in Jinjo Village, after you've learned the Grip Grab move in Mayahem Temple. Find your way into the cave with the Banjo Kazooie cart.



2 ▲ Found the cart? Then smash it open! Take the Ice Key you find in here to Glitter Gulch Mine's Waterfall Cavern. Go underwater to find a door which Kazooie can Talon Torpedo...

Once transformed, she can breathe toasty warm fire and she'll never run out of Fire Eggs. It's all pretty hot stuff...



3 ▲ ... she learns this ability in Jolly Roger's Lagoon, so you'll need to be a way along in the game to get this ability. You'll come out by a big chest. Open it up and you'll find the legendary Mega Glowbo!



4 ▲ Now drag the li'l fella all the way back to the Pine Grove area of the Isle O' Hags (near Witchy World) and give it to Humba Wumba. Enjoy your feathered friend's new found skills!

Mayahem Temple

This is your first big level in Banjo Tooie and, unlike most of the others, it's fairly straightforward.

That doesn't mean it isn't big, though... there are lots to do here!



1 ▲ The first thing you should do is have a good wander around and find out where all the important things are, especially the big temple and Mumbo's house.



2 ▲ Then go and visit Mumbo. Give him the Glowbo that was downstairs (no, he can't be bothered to get it himself) and he'll agree to help you!



3 ▲ Mumbo can activate the Golden Goliath! Use him to stomp around the level and kick open the big skull doors and the boulder near the start of the level.



4 ▲ Golden boy can also reach a Jiggy in the quicksand. Take him through the skull doors which lead to the Jade Snake Grove and just stomp through the sand!



5 ▲ Put the giant back and climb up the temple to the rope bridge. Cross it to find Bovina the cow. She'll give you a Jiggy if you fend off the nasty bees. You'll need the Egg Aim ability to do it, though...



Targitzan's Temple

Now it's time to learn another new move and face your first proper boss fight. Goldeneye 007 fans should be at home here.

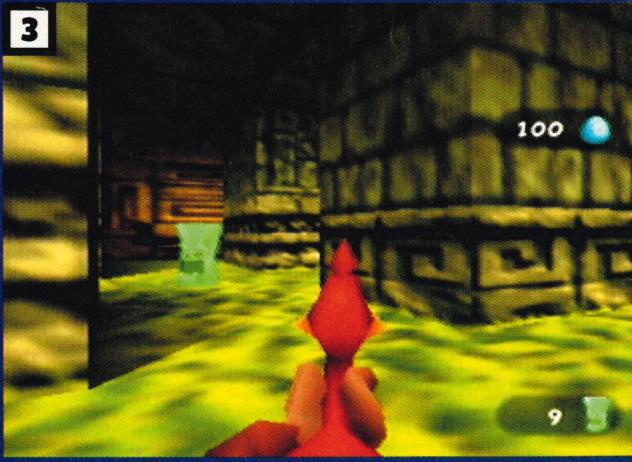
But first you'll need to locate Jamjars' hatch. Here's how to do it...



1 ▲ Find Jamjars' hatch around the corner near the uppermost area to learn the Breegull Blaster move that lets you use Kazooie as a machine gun!



2 ▲ Head for the giant temple. Before you go in, Talon Trot up the ramps around the back to the very top to reach an easy to find Jiggy.



3 ▲ Then head into the Targitzan's Temple. Carefully explore the area and pick up as many green Sacred Statues as you can.



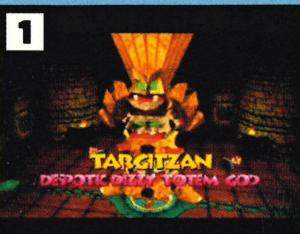
4 ▲ Ten gets you into Targitzan's Slightly Sacred Chamber to find a Jiggy.



5 ▲ Twenty gets you into Targitzan's Really Sacred Chamber for a surprise!

Despotic Dizzy Totem God

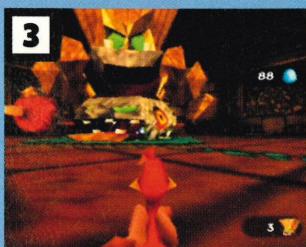
It's your first boss fight! You shouldn't have too much trouble with this one as long as you've played Goldeneye 007 before!



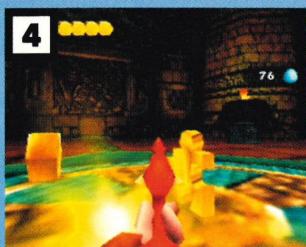
▲ Targitzan is annoyed that Banjo and Kazooie have got into his Really Sacred Chamber, so he decides to demonstrate his awesome power to the intrepid duo.



▲ Fortunately, he's not too difficult to defeat as there are targets on each one of his layers. Use Kazooie to shoot at each one to finish him off.



▲ You have to be quick, though. Use the C Buttons to strafe around him and the 3D Stick to keep facing him, otherwise the targets will reset. This also helps you dodge his poison darts.



▲ When you've beaten him, you'll earn another Jiggy! You'd better get used to fighting as there's a mean old boss in every single one of the worlds for Banjo and Kazooie to punish!

Cheatos pages

Cheatos pages are scattered throughout Banjo Tooie's worlds, so keep an eagle eye out for them. Or just follow our handy guide!



▲ On the upper ledge of the Treasure Chamber, just past Mumbo's Skull, is a Cheato page. The easiest way to get to it is to use the Flight Pad under the huge boulder at the very start of the level.



▲ Give it a boot with Golden Goliath to reveal it! Scramble to the top of the Code Chamber in Jade Snake Grove, then Grip Grab along to the right. Drop down onto the little platform for another page.



▲ Now just repeat almost exactly the same process in the Prison Compound area. Climb into the tunnel you find to the right of the Prison ledge for your third and final Cheato page in this world.



▲ Unfortunately you'll have to come back later when you know Bill Drill to get hold of this Jiggy. Swim through the tunnel to the right of the Prison Compound and Bill Drill the boulder you find in the little complex.

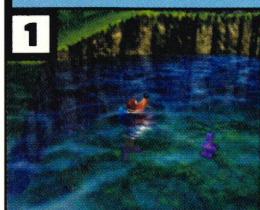


▲ For the last Jiggy on this level, go down the stairs and Beak Barge the pillars until you dislodge the Jiggy in here. Repeat in an anti clockwise direction to knock it to the floor. Then just run out and grab it!

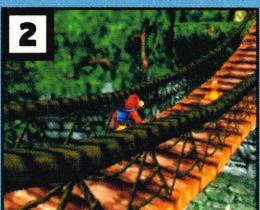
Find the Jinjos

Yes, the little jelly babies are in trouble once again and it's up to Banjo to find all the little blighters.

They've managed to find themselves some really annoying hiding places. Well, it's all in a day's work for Banjo and Kazooie.



▲ Jump into the river at the start of the level and swim downstream to the large pool of water. You'll find the first Jindo underwater. Glug.



▲ The next one's not so difficult. You'll find Jindo number two on the bridge that leads from Targitzan's Temple to Bovina's pad. Pick him up and move on!



▲ Use the hidden Flight Pad under the boulder at the start of the level. Fly onto the roof of the Kickball Stadium to find the third Jindo. Got him!



▲ You'll find a secret panel on the wall to your right, inside Targitzan's Temple, across from Really Sacred Chamber. Enter the tunnel and find a hidden Jindo!



▲ Your last Jindo to find in this world is in Jade Snake Grove. Flap Flip onto the ledge above Jamjars' hatch, pull yourself up and grab the last Jindo.

Tricky Jiggies

Are you still with us? We're sorry to say that this huge level isn't finished just yet. Try not to be put off by the size of this gigantic platformer, Nintendoids.

There are still a few more Jiggies to get hold of in this world. You'll have to come back later for a few 'em, though.



▲ In Jade Snake Grove, climb up the Code Chamber until you get to the roof. Tiptoe towards Slumber the snake and grab the Jiggy. But if you go too fast he'll hear you and wake up.



▲ Ask Humba Wumba nicely and she'll turn you into a Stony. Now you can enter the Kickball tournament! Kick the yellow balls into your goal, the reds into any other goal and avoid the bombs!



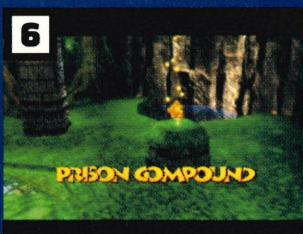
▲ In the Prison Compound, Grip Grab from the top of the prison and head to the left for the Wading Boots. Use these to trudge through the quicksands and get yourself another Jiggy!



▲ Shoot locks from Treasure Chamber and follow the instructions to get to Unga Bunga's Cave. Tiptoe past the caveman and steal the statue, returning it to the Treasure Chamber for a Jiggy.



▲ Unfortunately you'll have to come back later when you know Bill Drill to get hold of this Jiggy. Swim through the tunnel to the right of the Prison Compound and Bill Drill the boulder you find in the little complex.

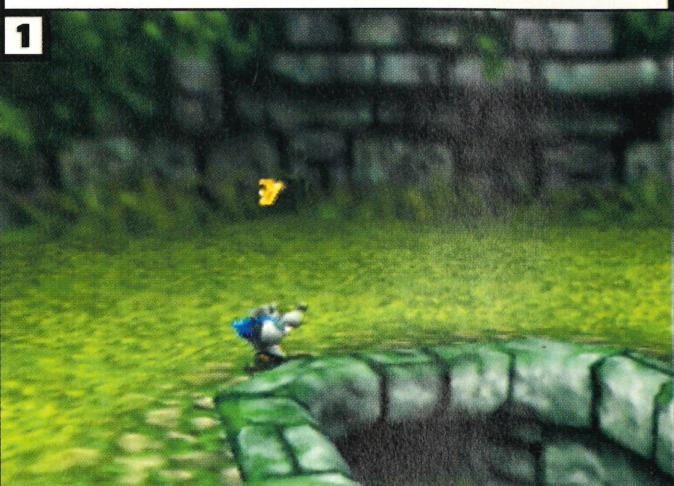


▲ For the last Jiggy on this level, go down the stairs and Beak Barge the pillars until you dislodge the Jiggy in here. Repeat in an anti clockwise direction to knock it to the floor. Then just run out and grab it!

Honey Monster

Careful searching of each level will find Honeycomb pieces which can be taken to Honey B in the Isle O'Hags. Watch out for them!

1



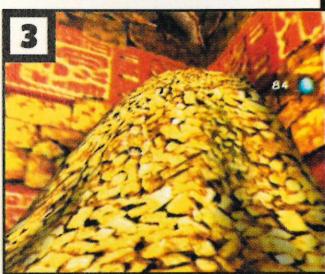
▲ Get Humba Wumba to turn you into a Stony, then head right back to the world's entrance. In a tiny alcove behind the entrance is a Honeycomb piece.

2



▲ Fly up to Bovina's stable. Search the alcove just above her for another piece.

3



▲ The final Honeycomb is inside the Treasure Chamber on a pile of gold.

Glitter Gulch Mine

Grip Grab the ledge in Wooded Hollow on the Isle O'Hags to reach the Plateau, where Glitter Gulch Mine can be found.

But you'd better learn the Fire Eggs technique before you enter!

1



▲ Beak Bust the crate near the entrance for Turbo Trainers. Step on blue button by stream then run, following the current, for a Jiggy in the Waterfall Cavern.

2



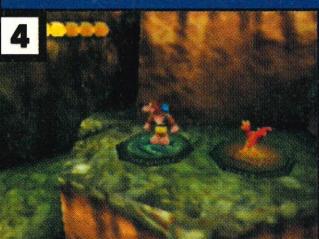
▲ Go to the Ordinance Storage Area. Defuse all 15 sticks of TNT in 200 seconds for another Jiggy. DON'T shoot them! Use the Beak Bayonet technique that Jamjars has taught you.

3



▲ Enter Mine Entry 3 (near the Train Station) and turn left to get to Generator Cavern. Shoot Fire Eggs at generators and climb the platforms to another Jiggy.

4



▲ When you've learnt Bill Drill, destroy the boulder by the Mine Entry 2 sign, near Mumbo's Skull. Cut across the Gloomy Caverns Jail to Power Hut.

5



▲ When you've learned Split Up in the next level, send Banjo up the ladder to stand on the light switch and Kazooie into the basement to fetch the Jiggy!

Jamjars' Boot Camp

Jamjars may talk tough, but it's only 'cos he wants Banjo to succeed.

For the price of a few Musical Notes, he'll tell Banjo how to do lots of new, cool stuff! If you can find him, that is...



▲ Climb up the steps, collecting Notes along the way. Jamjars' hatch is about halfway up. When you get there he'll teach you Egg Aim, which lets you fire in first person mode.



▲ The ability to use Kazooie as a machine gun is very useful, if a little bizarre. You'll learn this one by going round the bend to the left at the uppermost part of the world.



▲ If you want to teach Banjo how to shimmy along ledges, head for Jade Snake Grove. Jamjars' Grip Grab hatch is just across from where you enter this sprawling area.

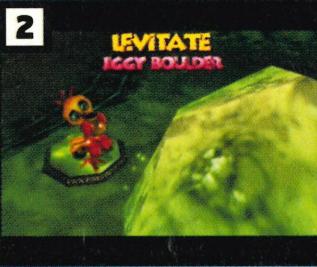
Mumbo magic

Your strange looking friend is needed once again.

This part of the game can be pretty tricky, but luckily you've got a handy guide to help you!



▲ Enter the Crushing Shed first and Beak Barge the big red button to start the Grinder. Then head to Mumbo's Skull, getting the Glowbo from near the Mine Entrance 2 first.



▲ Now send your buddy back to the Crushing Shed and get him to levitate the big Jiggy boulder. It'll get crushed and four pieces of Jiggy will fly out. Grab 'em all for another Jiggy!



▲ Before you get Banjo, head to the Train Station and levitate the crashed train, too. This is REALLY important, so do it now rather than later.



▲ Once you've done all that, pay a visit to Humba Wumba to turn yourself into a detonator. Use this to blow up any red barrels of TNT you see in the mine...



▲ ...including the one blocking the way into the Flooded Caves. In here, swim straight ahead, then right, then left to enter a cave with another Jiggy! Royston's Fast Swimming move helps here, if you have it.



▲ Once you're back as Banjo and Kazooie, find Canary Cave and peck the lock from Mary's cage door to set her free. Then race her from the Fuel Depot to the Train Station in a button mashing bonanza to win a Jiggy!

Despotic Dizzy Totem God

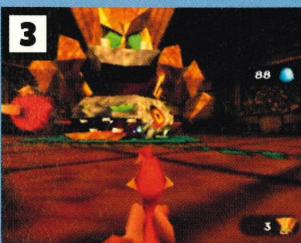
It's your first boss fight! You shouldn't have too much trouble with this one as long as you've played Goldeneye 007 before!



▲ Targitzan is annoyed that Banjo and Kazooie have got into his Really Sacred Chamber, so he decides to demonstrate his awesome power to the intrepid duo.



▲ Fortunately, he's not too difficult to defeat as there are targets on each one of his layers. Use Kazooie to shoot at each one to finish him off.



▲ You have to be quick, though. Use the C Buttons to strafe around him and the 3D Stick to keep facing him, otherwise the targets will reset. This also helps you dodge his poison darts.



▲ When you've beaten him, you'll earn another Jiggy! You'd better get used to fighting as there's a mean old boss in every single one of the worlds for Banjo and Kazooie to punish!

Cheatos pages

Cheatos pages are scattered throughout Banjo Tooie's worlds, so keep an eagle eye out for them. Or just follow our handy guide!



▲ On the upper ledge of the Treasure Chamber, just past Mumbo's Skull, is a Cheato page. The easiest way to get to it is to use the Flight Pad under the huge boulder at the very start of the level.



▲ Give it a boot with Golden Goliath to reveal it! Scramble to the top of the Code Chamber in Jade Snake Grove, then Grip Grab along to the right. Drop down onto the little platform for another page.



▲ Now just repeat almost exactly the same process in the Prison Compound area. Climb into the tunnel you find to the right of the Prison ledge for your third and final Cheato page in this world.



▲ In Jade Snake Grove, climb up the Code Chamber until you get to the roof. Tiptoe towards Slumber the snake and grab the Jiggy. But if you go too fast he'll hear you and wake up.



▲ Ask Humba Wumba nicely and she'll turn you into a Stony. Now you can enter the Kickball tournament! Kick the yellow balls into your goal, the reds into any other goal and avoid the bombs!



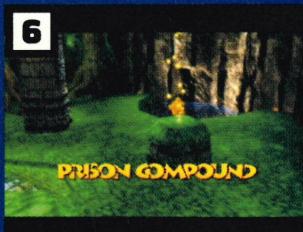
▲ In the Prison Compound, Grip Grab from the top of the prison and head to the left for the Wading Boots. Use these to trudge through the quicksand and get yourself another Jiggy!



▲ Shoot locks from Treasure Chamber and follow the instructions to get to Unga Bunga's Cave. Tiptoe past the caveman and steal the statue, returning it to the Treasure Chamber for a Jiggy.



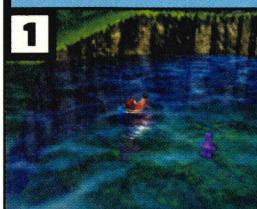
▲ Unfortunately you'll have to come back later when you know Bill Drill to get hold of this Jiggy. Swim through the tunnel to the right of the Prison Compound and Bill Drill the boulder you find in the little complex.



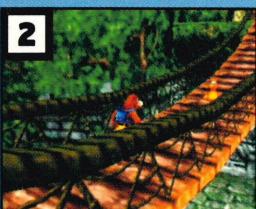
▲ For the last Jiggy on this level, go down the stairs and Beak Barge the pillars until you dislodge the Jiggy in here. Repeat in an anti clockwise direction to knock it to the floor. Then just run out and grab it!

Find the Jinjos

Yes, the little jelly babies are in trouble once again and it's up to Banjo to find all the little blighters.



▲ Jump into the river at the start of the level and swim downstream to the large pool of water. You'll find the first Jinjo underwater. Glug.



▲ The next one's not so difficult. You'll find Jinjo number two on the bridge that leads from Targitzan's Temple to Bovina's pad. Pick him up and move on!



▲ Use the hidden Flight Pad under the boulder at the start of the level. Fly onto the roof of the Kickball Stadium to find the third Jinjo. Got him!



▲ You'll find a secret panel on the wall to your right, inside Targitzan's Temple, across from Really Sacred Chamber. Enter the tunnel and find a hidden Jinjo!



▲ Your last Jinjo to find in this world is in Jade Snake Grove. Flap Flip onto the ledge above Jamjars' hatch, pull yourself up and grab the last Jinjo.

They've managed to find themselves some really annoying hiding places. Well, it's all in a day's work for Banjo and Kazooie.

Honey Monster

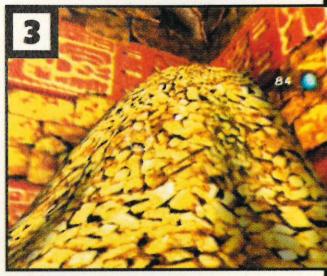
Careful searching of each level will find Honeycomb pieces which can be taken to Honey B in the Isle O'Hags. Watch out for them!



▲ Get Humba Wumba to turn you into a Stony, then head right back to the world's entrance. In a tiny alcove behind the entrance is a Honeycomb piece.



▲ Fly up to Bovina's stable. Search the alcove just above her for another piece.

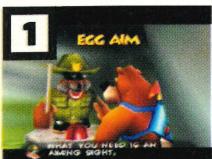


▲ The final Honeycomb is inside the Treasure Chamber on a pile of gold.

Jamjars' Boot Camp

Jamjars may talk tough, but it's only 'cos he wants Banjo to succeed.

For the price of a few Musical Notes, he'll tell Banjo how to do lots of new, cool stuff! If you can find him, that is...



▲ Climb up the steps, collecting Notes along the way. Jamjars' hatch is about halfway up. When you get there he'll teach you Egg Aim, which lets you fire in first person mode.



▲ The ability to use Kaozooie as a machine gun is very useful, if a little bizarre. You'll learn this one by going round the bend to the left at the uppermost part of the world.



▲ If you want to teach Banjo how to shimmy along ledges, head for Jade Snake Grove. Jamjars' Grip Grab hatch is just across from where you enter this sprawling area.

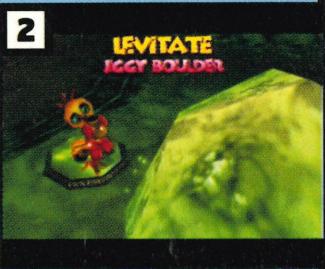
Mumbo magic

Your strange looking friend is needed once again.

This part of the game can be pretty tricky, but luckily you've got a handy guide to help you!



▲ Enter the Crushing Shed first and Beak Barge the big red button to start the Grinder. Then head to Mumbo's Skull, getting the Glowbo from near the Mine Entrance 2 first.



▲ Now send your buddy back to the Crushing Shed and get him to levitate the big Jiggy boulder. It'll get crushed and four pieces of Jiggy will fly out. Grab 'em all for another Jiggy!



▲ Before you get Banjo, head to the Train Station and levitate the crashed train, too. This is REALLY important, so do it now rather than later.



▲ Once you've done all that, pay a visit to Humba Wumba to turn yourself into a detonator. Use this to blow up any red barrels of TNT you see in the mine...



▲ ...including the one blocking the way into the Flooded Caves. In here, swim straight ahead, then right, then left to enter a cave with another Jiggy! Royston's Fast Swimming move helps here, if you have it.



▲ Once you're back as Banjo and Kaozooie, find Canary Cave and peck the lock from Mary's cage door to set her free. Then race her from the Fuel Depot to the Train Station in a button mashing bonanza to win a Jiggy!

Glitter Gulch Mine

Grip Grab the ledge in Wooded Hollow on the Isle O'Hags to reach the Plateau, where Glitter Gulch Mine can be found.

But you'd better learn the Fire Eggs technique before you enter!



▲ Beak Bust the crate near the entrance for Turbo Trainers. Step on blue button by stream then run, following the current, for a Jiggy in the Waterfall Cavern.



▲ Go to the Ordinance Storage Area. Defuse all 15 sticks of TNT in 200 seconds for another Jiggy. DON'T shoot them! Use the Beak Bayonet technique that Jamjars has taught you.



▲ Enter Mine Entry 3 (near the Train Station) and turn left to get to Generator Cavern. Shoot Fire Eggs at generators and climb the platforms to another Jiggy.



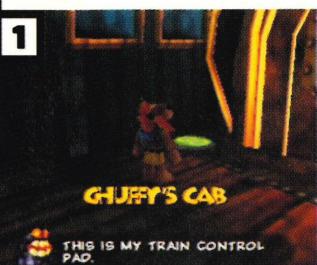
▲ When you've learnt Bill Drill, destroy the boulder by the Mine Entry 2 sign, near Mumbo's Skull. Cut across the Gloomy Caverns Jail to Power Hut.



▲ When you've learned Split Up in the next level, send Banjo up the ladder to stand on the light switch and Kaozooie into the basement to fetch the Jiggy!

Old King Coal

It's time for your second boss fight! This one is spectacularly easy, though, so there's no need to worry yourself!



Once you've turned back into Banjo the honey bear, head to the Train Station where Mumbo levitated Chuffy the train. Now all you have to do is hop up into Chuffy's cab.



Once you're managed to leap into Chuffy's boiler you'll find a very grumpy Old King Coal who's looking far from a merry old soul. Are you prepared to fight your second boss yet?



This is really easy. Just stand on one of the platforms, so you don't get burned when Coal turns up the heat, and repeatedly shoot at him using Egg Aim. He'll go down in no time.



And what's your reward for taking down this bit of molten magma? You'll be surprised to hear that you don't just get a Jiggy, but control of Chuffy the train, too! Hooray!

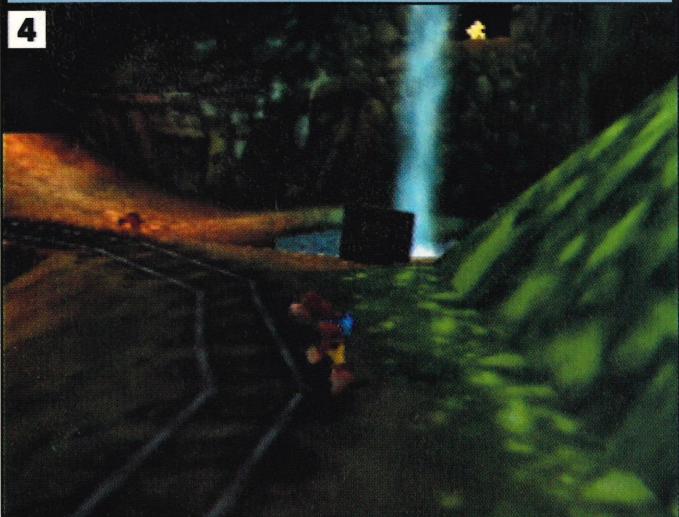
Cross level wandering

One of the most difficult things about Banjo Tooie is the number of puzzles that span other levels. You're about to encounter your first...

You need to go all the way back to Mayahem Temple and turn into a Stony. Talk to the Stony guard at the Prison Compound to find the combination.



Turn back into Banjo and enter the combination to break Dilberta free. Then, assuming you learned it correctly, Bill Drill the boulder blocking the other way out to send her back to her buddy.



The last Jiggy in the area can't be found until you know how to use the Springy Step Shoes from Terrydactyl Land. Bust open the crate in front of the Crushing Shed to find a pair and bounce your way up behind the waterfall near the shed.



Once Dilberta has been freed and sent on her way, Bullion Bill will reward you with a Jiggy for your efforts. Hoorah for Bullion Bill! Hoorah for Banjo and Kazooie! You're doing really well.

Cheato's pages

Yes, there are several Cheato pages lurking on this level, too. Get these and you'll soon have enough for your first cheat!



Climb the rope you find at the entrance to the world and leap onto the large beam. You'll find your first Cheato page at the top of the entrance archway to Glitter Gulch Mine.



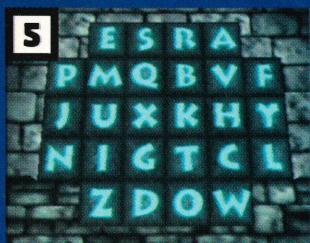
Climb to the top of the large water tank in Water Storage Area near the Crushing Shed and dive into the water for another page. There's also a Treble Clef in the murky water on the floor.



Beat Canary Mary for a second time and she'll give you a page as a prize!



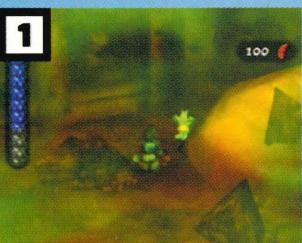
By now you should have more than enough for your first cheat. Take the pages back to Cheato at Spiral Mountain to learn the code.



To activate the cheat, enter the code that you've been taught on the wall in the Code Chamber in Mayahem Temple's Jade Snake Grove. It's as easy as that!

Find more Jinjos

Yep, five more of the pesky lil' blighters have gone and got themselves in trouble here. Guess who's got to find 'em?



▲ Enter the Toxic Gas Cave to the rear of the mine's main area, near the waterfall and railway. Look behind a boulder for your first Jinjo.



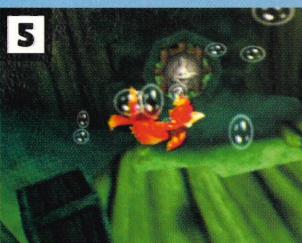
▲ There's a second Jinjo on top of a big pile of blue rocks. He's hiding inside a boulder, so you've got to use Bill Drill on the rock to get him out.



▲ In the Gloomy Caverns, use the Detonator to blow open the cells for another lil' guy.



▲ Simply follow the railway tracks until you find the fourth Jinjo. Wow, an easy Jinjo for once!



▲ You can't get the last Jinjo until you've been to Jolly Roger's Lagoon, but here's how to get him. In the Sunken Ship area of the Lagoon, Talon Torpedo the grating with Kazooie's face.



▲ Swim through the opening and you'll surface in Glitter Gulch Mine, high above the Water Storage Area. On top of the big tank is the last little Jinjo. Ahh, bless them.

Jamjars' Boot Camp

Bill Drill, a really useful move, is hidden on this level.

This lets you break loads of stuff that Beak Buster can't handle.

► Follow the stream that's on the right of the entrance to the cliff steps. Climb up the right hand side from Bullion Bill's hut to find Jamjars, who will tell you how to Bill Drill.



▲ After you've mastered the art of Bill Drilling, it's a good idea to retrace your steps back to Spiral Mountain and Drill the boulder near Banjo's house to release Roysten, his grumpy goldfish.



▲ Carry Roysten back to the river in Spiral Mountain to learn how to swim quickly and double the time Banjo can hold his breath. It's worth doing this before you explore the Flooded Caves in the mine.



▲ Near the Fuel Depot is a boulder which can be Bill Drilled. Do so to enter the Ordnance Storage Area. Inside, Jamjars will teach you how to Beak Bayonet which lets you safely defuse the TNT in the area.

Hidden Honeycomb

There are loads more pieces of Honeycomb for the taking in this level. Be sure to visit Honey B if you've got enough for an energy meter upgrade.



▲ Bill Drill the boulders in Toxic Gas Cave until you find the Honeycomb piece which has been craftily hidden there.



▲ Halfway up the platforms leading to Bullion Bill's hut is another boulder you can Drill. Do your thang, Kazooie!



▲ Inside a crate in the Train Station is another Honeycomb. Bill Drill for your prize.

Witchyworld

Now you've conquered the mines, it's time to head for one of the most fun levels... Witchyworld!

It's found in the Pine Grove area of the Isle o' Hags. Shoot a Fire Egg at the switch on the wall to the left of Glitter Gulch Mine to open the way! Be sure to learn Grenade Egg from Jamjars before you enter.



▲ Mrs. Boggy, wife of the sled riding polar bear from Banjo Kazooie, has lost her kids! There's a Jiggy in it for you if you help her!



▲ However, before you even attempt to help, you should jump on top of the ticket booth and press the switch to open one of the food stands first.



▲ Run around the back of the fries stand and hit the next switch to open the other kiosk. Buy food from them both. You'll need it!



▲ The kids are in different places each time you play, but they're either in the Inferno, outside the Dodgems...



▲ ...inside the Star Spinner, outside Area 51 (which you can enter if you blow up the gate with a Grenade Egg) or outside the Crazy Castle.



▲ Two want food, one must be carried with Taxi Pack learned in Terrydactyland and the other refuses to leave. Shoot him with an Egg.

Mr Patch

Witchyworld's boss can be a bit on the tricky side if you don't master his tactics.

So follow our handy tips to deflate the air filled nutcase...

► Mr Patch is hiding inside the Big Top, guarded by Conga. He wants some tickets before he'll let you in!



▲ They aren't particularly hard to find. Hurl a Grenade Egg at each of the four psychotic slot machines on the path around the Big Top to find the tickets and give 'em to Conga.



▲ Take to the skies and use the first person view to blow off all the patches. Stay well back, shoot the beachballs Mr Patch throws, and land for more Eggs and Feathers when you need them.



▲ Make sure you've learned Airborne Egg Aim from Jamjars before you even attempt to go in. To start the fight, hurl a Grenade Egg at one of Mr Patch's patches. Better have a good aim!



▲ But you must watch out for the boxing gloves which burst out of the ground. Give Patch a good old fashioned pasting for your reward. Yes, you guessed it! A lovely shiny Jiggy!

Magic for all the family!

When Disneyland Paris talks about "experiencing the magic", we're sure this isn't what they had in mind...



▲ Humba Wumba's set up shop in the Western Zone. Climb the tower and leap across to reach her. Her Glowbo is inside her tent. And no, the lazy thing can't be bothered to fetch it!



▲ Humba Wumba turns you into a security van. While this may sound rather odd, you're pretty much indestructible and can run over anyone who gets in your way. Handy!



▲ Honk your horn outside van doors to find hidden goodies. Useful, but the reason you've been turned into this van is to pay the tolls to open the Inferno and Dodgems.



▲ Inside the Inferno you'll find your old pal Mumbo. Use him to power up the Dodgems, Star Spinner and Saucer of Peril, when it finally arrives.



▲ Send Banjo and Kazooie into the Star Spinner and jump up the stars to the spinning planet at the top. Talon Trot around the planet for an easy Jiggy.

Getting Jiggy with it

Witchyworld has plenty of stuff to find, but you'll have to come back for some things once you've learned new moves.

So don't be afraid to leave before you've grabbed everything!



▲ This Jiggy's pretty easy to get. Beak Bust, Bill Drill and Grenade Egg the switch at the bottom of the Cactus of Strength for an easy Jiggy.



▲ Split up and inflate the Crazy Castle by blowing open the grate which leads to the pump room and standing Banjo and Kazooie on their own switches.



▲ Send Kazooie into the Crazy Castle on her own to play Hoop Hurry and aim for the green and blue hoops. Be sure to grab the Turbo Trainers first! Score 30 points and you'll be rewarded with a Jiggy.



▲ When Kazooie's done her bit, go get Banjo and re-enter the Castle to play Balloon Burst. Use Airborne Egg Aim to burst as many balloons as possible and score 50 points for another Jiggy.

The Saucer of Peril

This is a lot of effort for just one Jiggy, but you get a really fun mini game out of it so it's worth it.

You should sail through this part of the game with these tips...



▲ First of all, you need to activate the cable car. To do this, you'll need to go to the Western Zone and climb up the big tower. Don't look down now!



▲ Carefully tiptoe along the cable until you reach the car. Jump onto the big red button to switch it on and ride it across to the Space Zone.



▲ Open up the blast door, then head all the way back to Glitter Gulch Mine's Fuel Storage Area. Blow apart the rocks with the Detonator to get the Saucer of Peril back into Witchyworld.



▲ Use Mumbo to power up the ride and hop in as Banjo and Kazooie. It's excellent fun. Be sure to blast down the targets for points, and if you score over 500 you'll earn yourself a Jiggy.

Drop of Death

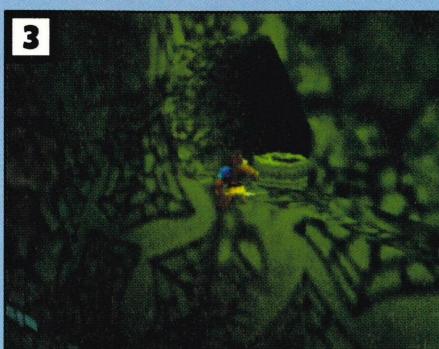
If these attractions were at Alton Towers, we'd all be in trouble. Thankfully Banjo and Kazooie have no problem with heights!



▲ The scary Drop of Death has a Jiggy at the top of it. Go to the Haunted Zone, where the Inferno is situated, and tiptoe along the tight rope to get to a Jiggy. Dive into the water just for the hell of it!



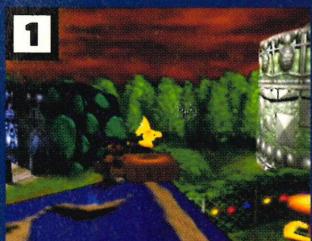
▲ Inside the Inferno, split up and use Banjo to push the switch. Then get the Turbo Trainers as Kazooie and dash up the slide, leaping over the nasties. Shock Spring at the very top to grab the gleaming, gold Jiggy.



▲ One important thing you should do in Witchyworld is open the Train Station in the Haunted Zone. Hop on the coffin to the right and Grip Grab along the ledge to the switch. Now you can call Chuffy whenever you like!

More Jinjos

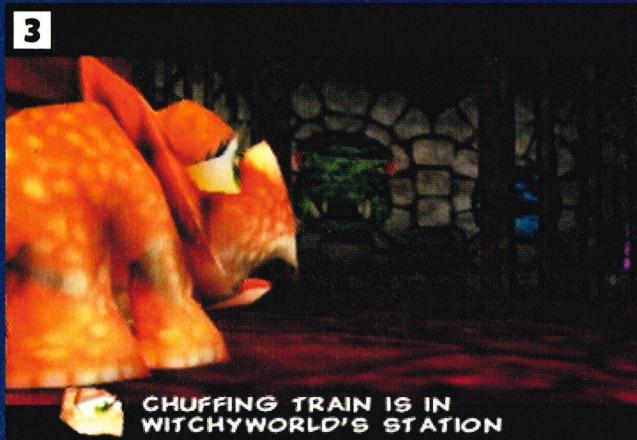
On this level you'll encounter Minjos, the evil cousins of the Jinjos. They look just like Jinjos, but when you get close they'll try to zap you!



▲ Slowly walk up the guide ropes of the Big Top, then Talon Trot up the roof of the tent to find your first Jinjo.



▲ Climb onto the door to the Crazy Castle compound and Grip Grab to the right to reach another Jinjo.



CHUFFING TRAIN IS IN WITCHYWORLD'S STATION

▲ In the Haunted Zone is the Chamber of Horrors. Blast the doors off the cells to release the dino, Gobi, and another super cute Jinjo.



▲ Enter Area 51 as the van and honk at the door to the large building for another little jelly baby guy.



▲ Jump on the entrance to Dodgems, then climb the pole, avoiding sparkly things. Jinjo is at the back of the roof.

Cheato and Jamjars

Cheato and Jamjars both have some important bits and pieces for you in Witchyworld. Be sure to find them all!



▲ In the Haunted Zone, enter the door to the left of the Inferno. Follow the path to the very end, Grip Grab the ledge and shimmy across to your first page.



▲ Next you've got to enter the Inferno as the van. Honk outside the Van Door inside, to the left of the Spiral Slide, for another Cheato page.



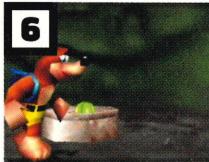
▲ Score 400 points on the Saucer of Peril for a page. This is actually easier than getting the Jiggy!



▲ The most important move in the whole game, Split Up, can be found behind the Big Top. It may sound obvious, but it's easily missed.



▲ Separate and go to the Crazy Castle compound as Banjo to learn Pack Whack, which means Banjo can both attack and float across small gaps.



▲ You can learn Airborne Egg Aim just outside the Dodgems, in the Space Zone of the park. This is vital for beating a lot of the game's bosses!



Bye, bye for now...

That's all we have time for this month. Next issue we'll get started in Banjo Tooie's underwater wonderland, Jolly Roger's Lagoon, and take you through to your showdown with bad ol' Grunty.



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or you can e-mail us at richard.marsh@emap.com

We dish out top Nintendo prizes for the best letters and stuff, so it pays to get your letters in. A big thank you goes to our mates at Nintendo who supplied the prizes this month.

Nintendo

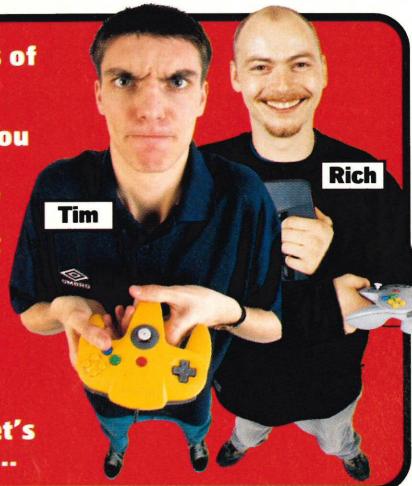


Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

■ Letters ■ Bowser's Prison ■ Game or lame? ■ Your e-mail ■ Mario's Hotline

We've had loads of letters about GameCube this month. It seems you can't wait to get your greasy paws on the super console. But don't forget, the almighty GBA is going to revolutionise handheld gaming. But for more on what you think, let's join Tim and Rich...



MARIO'S WINNER!

"I think James Archer is an idiot saying that Mario is a nerd. Well, face it James, he can do a lot more stuff than you can. All you can do is sit on the couch and play GreyStation. I suggest you stop writing into NOM or apologise now. If you still think Mario is a nerd then go and play your stinky GreyStation. Mario will always be No.1 and you know it."

Matthew Templeton, Alford
■ I reckon Mario is the most famous console character in the world. Maybe he should be knighted by the Queen! Rich
Don't forget about Luigi, everyone forgets him. Tim

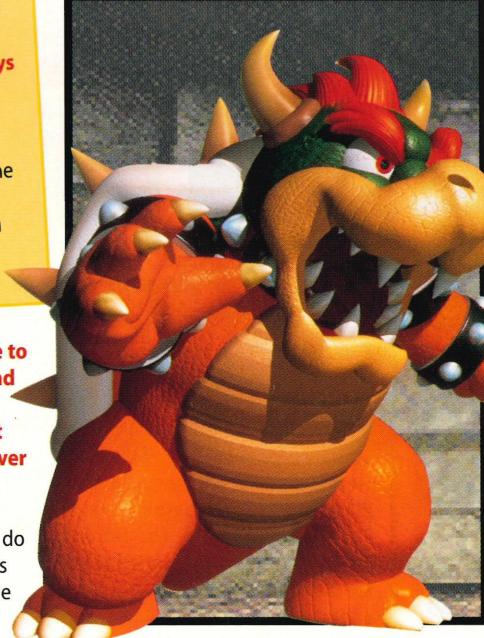
"I am so absolutely desperate to get a GBA, I would walk around school all day with a paper bag on my head with 'I've got Game Boy fever' written all over it. I can't wait any longer!"

Robert Plews, Consett
■ Whatever you're prepared to do to get a GBA, it's not enough. It is quite simply the best thing in the world. Period. Rich

"Gold and Silver were very disappointing. They should have spent more time with the game and less time inventing new Pokémons to capture."

Katie Fahey, Peterborough
■ We love 'em at NOM, but do any of you agree with Katie? Tim

Bowser's Prison



If you had to do time in Bowser's Prison what three N64 games would you take with you? Send in your list and why you'd take them and you might be banged up with the ultimate bad boy, Bowser, and win yourself a top game. But you MUST send a photo with your Bowser's Prison entry. No photo, no entry!

Michael King

My three games would be...

(1) Legend of Zelda Majora's Mask

Why? It's jam packed with exciting gameplay and great graphics.

(2) Mario Kart 64

Why? It's got a fantastic multiplayer mode, that I can play on with my cell mate.

(3) Donkey Kong 64

Why? You can have hours and hours of fun, plus the multiplayer mode is cool



Don't forget to mark your entries 'Bowser's Prison'.

Mario's Hotline



Don't bottle it all up, give Mario's Hotline a ring and get it off your chest. Don't forget, you must leave your name and telephone number...

"Nintendo should make a phone like Nokia, that has Nintendo games on it."

Adam Baldwin

"Please make more budget game for the N64. The GreyStation has loads."

Tom Griffiths

"I'm so angry that Conker's Bad Fur Day is 18+, I really need to play it!"

Bethany Kennedy

"Does anyone else think Mario Tennis is way too easy? It took only a day for me to complete the game."

Tom

"Back in March, I played GBA. Let me tell you it was the best experience I've ever."

Afrutan

020 7880 7414

"I am writing to ask why Nintendo are not making a 'Who Wants to be a Millionaire?' game. I really like it on my mate's GreyStation, so why can't they release it on N64?"

Mark Godding, Slough

■ Do you really want Chris Tarrant's smug face and 'witty' remarks on your N64 when games like Conker's BFD and Banjo Tooie are being made? Why not just go to the website and play it for free. **Tim**

MARIO'S WINNER!

"I just bought Banjo Tooie and it's just gobsmackingly cool. BK was ace and this is even better. In my opinion, Banjo Tooie almost stands up to Zelda, but Zelda's combat ideas and super tough puzzles make it the best N64 game."

William Tansley, Horsham

■ What a lucky lot we Nintendoids are, eh? It seems like every new game at the moment is a sure fire winner. **Rich**

■ And pretty soon we're getting GB Advance, I can hardly contain my excitement. **Tim**

"The Big N are probably doing the right thing by making Conker's BFD an 18 then bringing out Banjo

Tooie for younger gamers at the same time. This shows that Nintendo make games for all ages and every one is a classic."

James Willson, Guernsey

■ That's a very interesting way of thinking, Mr Willson. If only more of our readers were more balanced in their thinking. **Tim**

■ Nintendo are always thinking about you gamers. At the end of the day, you're the ones who buy their awesome games. **Rich**

"I think the first games that Nintendo release on the GameCube should be the ones that everyone knows best, such as Zelda, Perfect Dark, Donkey Kong and the ever famous Mario. They should also try and make these first games the biggest and the best so they attract more people. I'd just love to see the face of a GreyStation 2 owners then!"

David Austin, Helmdon

■ Believe me David, every GameCube launch game will be massive, it's just so powerful. **Tim**

■ Imagine Perfect Dark with the power of GameCube, it's gonna be absolutely mind blowing. **Rich**

"I'm just writing to ask you, is the N64 really 64 bit? I am pretty certain that I heard it was only 32 bit. They also gave an explanation. They said that it had 32 bit sound and 32 bit graphics. So Nintendo had combined the two numbers giving the total of 64. Is this true?"

Alex Buck, Stockport

■ The N64 is 64 bit. Now stop reading GreyStation mags and concentrate on Nintendo. It's the only machine you'll ever need. **Tim**

■ Forget GreyStation 2 and X Box, GameCube will rule the world! **Rich**

Mario's Hit List

Do you want to see your letter in Club Mario? Can't think of anything to write about? Why not tackle one of these red hot subjects...

- Are Nintendo taking too long with the GameCube?
- Is it time to stop producing Pokémon games? Do you think there are too many?
- What classic Sega characters would you like to see in Nintendo games?
- Do you think your local games store is starting to forget all about the N64?



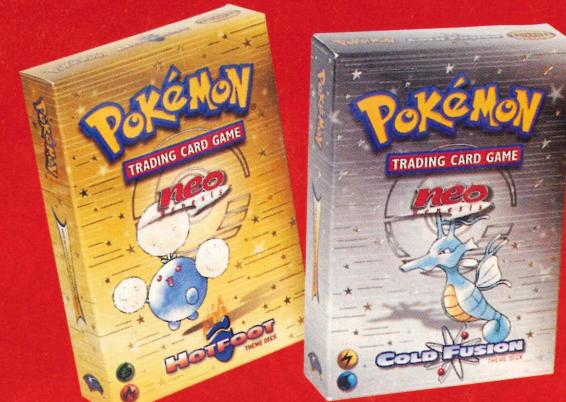
Gold and Silver Trading Cards

Fans of Wizards of the Coast Trading Cards are in for a treat with the arrival of the Neo Genesis sets.

These brand new cards introduce 60 of the new Gold and Silver characters, as well as a completely new type of Pokémon called Baby Pokémon. Now favourite characters, like Pikachu, will have a corresponding Baby card linked to it.

The Neo Genesis card set also introduces two new types of Energy cards, Darkness and Metal, and new Trainer cards make an appearance, too.

If you fancy winning a set of the new cards why not turn to page 74 and try your hand at winning a set.



▲ Pokémon Trading Cards They now include Baby Pokémon cards.

Pokémon Pikachu Color

Get your boots on and get hiking, 'cos there's a little yellow critter who needs exercising.

Forget Tamagotchi, because there's a new virtual pet on the block, and it's as addictive as they come.

The Pokémon Pikachu Color pedometer counts the number of steps you take during a day, and converts them into Watts, which you can give to Pikachu as a gift. Alternatively you can send them to a Game Boy Pokémon Gold & Silver game to receive cool gifts to use on your quest.

The game also includes a fun mini game, a watch and alarm that allows you to compose your own melodies and the yellow fella has over 200 activities to watch, from surfing to playing his N64.

► Pikachu Pedometer Time to get off your fat butts and do some walking for the sake of all Poké kind.



Game or lame?

Do you think that you could design better games than the ones that are out there already? Well, why don't you prove it by sending your game ideas into Club Mario.

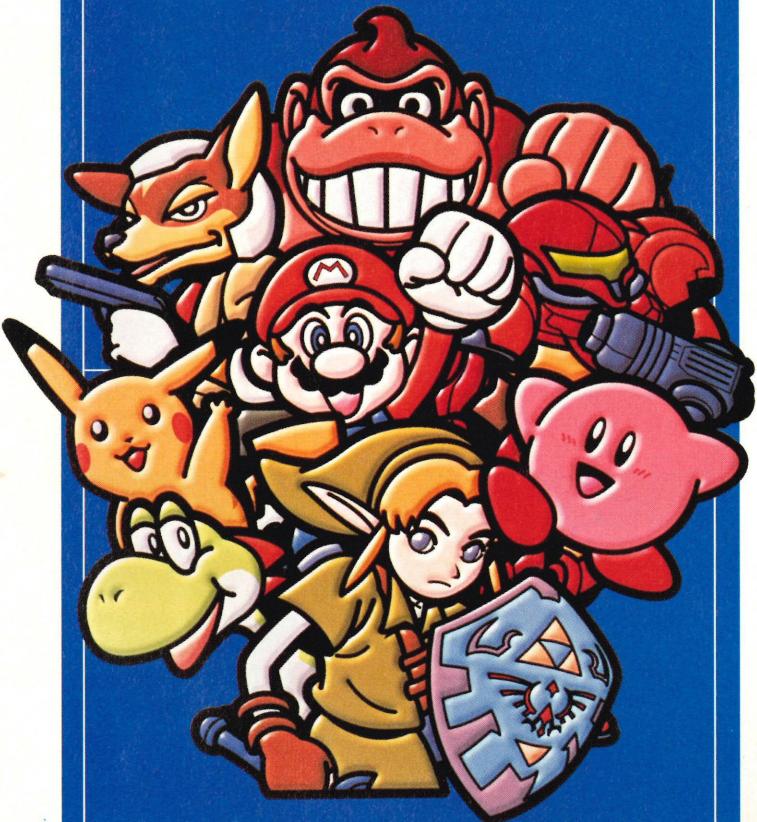
Jot 'em down and send them into the usual Club Mario address. Don't forget to include any sketches of the game and a recent photo. Before you know it, you could see your creation in the pages of NOM.



Name Alex Campbell
Game name Nintendo Quest

What's it about?

Bowser, Wario, Ganondorf, Gruntilda, King K. Rool and Team Rocket have joined forces and kidnapped all of your heroes except for Mario. You have to rescue your friends one by one and switch between characters to complete different tasks. When you complete the tasks you get tokens to open doors to new worlds. The final boss is a huge monster with the same abilities as your team.



Who's in it?

Mario, Luigi, the Kong klan, Link, Banjo, Kazooie, Yoshi and Ash.

How does it work?

You need to switch between characters so that you can use their individual abilities to solve puzzles. A switch on a ledge might be covered in ice. To reach it use Luigi to jump up then change to Link. He could use Din's Fire to melt the ice and access the switch.

NOM thinks...

This game would be massive, a GameCube release perhaps? It would be excellent to see all the famous Nintendo characters together and this could be a real test of your Nintendo skills, too.

"I heard that Sega was merging with Nintendo, so I thought, how about a Super Smash Bros. 2. Just imagine Sonic vs Mario in a beat 'em up. Cool or what."

Scott Bass, Cambridge

■ We've heard a whisper that Super Smash Bros. 2 will be one of the GameCube launch titles. What you think about that? **Tim**

■ What other cool games could feature the greatest Nintendo and Sega characters? **Rich**

"Bowser's old first name wasn't Koopa, he was King Koopa. But his name was still Bowser, Koopa was his last name. He was also joined by other Koopas such as Lenny and Maggie and even a Ludwig von Koopa who was a famous composer in Bowser's family."

Ben Jones, Patney

■ Can anyone else try and clear up Bowser's family history? **Tim**

■ No Tim, don't do it! What have you gone and started? **Rich**

"I've just got rid of my GreyStation and with the money I've bought Turok 2, Mario Tennis and Mario Golf. Wow, what value for money! I haven't stopped playing them for weeks. N64 is the best console ever and I can't wait for the Game Boy Advance to come out. I've been having to wear nappies 'cos I'm that excited."

Max Wilkinson, Birmingham

■ Tim's never been out of disposable Pampers in his life. **Rich**

■ Rich has never been out! **Tim**

MARIO'S WINNER!

"In issue 104, Kevin Jones wrote in saying that Pokémon is rubbish compared to the WWF. Well, correct me if I'm wrong, but didn't the money Nintendo make from Pokémon go towards making the GameCube. Also, WWF is a bunch of fake garbage!"

Ben Blackburn, Eltham

■ Why don't they just have a fight between the stars of Pokémon and WWF to see who's the best in the business? **Rich**

■ WWF is fake? Next you'll be saying that there's no such thing as the Easter Bunny. **Tim**

"I cannot explain how much I would like to own a GBA. I have entered numerous competitions, including yours. I'm not joking, I would sacrifice myself to Nintendo to own one, but that would be stupid because I wouldn't be able to play on it."

Lewis Lovedale, Bury St Edmunds

■ I think he's serious Rich... **Tim**

■ I wouldn't recommend sacrificing yourself, Lewis, try a more positive route to a GB Advance. **Rich**

"Wouldn't it be great if you could use voice recognition on a wrestling game?"

Thomas Hamer, Surbiton

■ That would be cool, then you could tell The Rock where to shove his People's Elbow! **Tim**

■ And that's the bottom line, because Rich Marsh sez so. **Rich**

"In my school everyone either has a Dreampants, GreyStation or GreyStation 2, but when they asked me what console I had. I said Nintendo 64 and they laughed in my face! I always ended up saying 'GameCube will be out in one or two months' time! A month later they ask, 'Where's GameCube now Kev?' NOM please tell the world when GameCube is coming out."

Kevin Kabali, Hounslow

■ Well we know who's gonna have the last laugh next Spring, don't we Kevin. It may be taking a while but GameCube will definitely be worth the wait. **Tim**

■ Repeat after me, GameCube is going to rule 'cos NOM said so! Just check out the games on p76. **Rich**

"My excitement for the release of GameCube is making my mind explode. I wouldn't be surprised if all the GameCubes sold out in less than an hour."

Mark Windust, Cardiff

■ Neither would we. Nintendo should learn a lot from Sony's rubbish PS2 launch. **Rich**

"I was reading your magazine and I noticed that Turok Rage Wars had 98% and it's crap. The games everyone should be talking about are Perfect Dark and TWINE."

Michael Howard, Gwersyllt

■ I thought we gave Turok Rage Wars 93%. **Tim**

■ We did. Rage Wars is designed for multiplayer, so get some mates round and stop moaning. **Rich**

Your e-mail

club.mario@ecm.emap.com, 5:16 pm +0000, Your E-mail

To: richard.marsh@emap.com
From: Your e-mail

Before you send us your e-mails, check out the red box below. Follow these simple rules and you'll get a reply quicker!

"Please can you tell me, is it true Final Fight is on its way to GBA? With all the bosses, hidden stages and moves?"

Derek Pountney

■ Brace yourself Derek, 'cos it's as true as the truest thing ever.

"Can you use a Link Cable between a Game Boy Color and a Game Boy Advance?"

Frankie

■ Not on your life Frankie, it just won't work.

"Wouldn't it be great if Nintendo brought out a cable so that you could link up with your computer and play games like Pokémon on the internet? Then you would be able to have tournaments and win rare items like surfing Pikachu, Master Balls, Mew And Celebi."

Aaron Jenkins

Indeed it would be great, and with GameCube's Internet connectivity, it's not science fiction.

"Did anybody else think that the ending to Conker's BFD was a real tear jerker? That game takes you so high, then just brings you crashing back down."

Alex Williamson

■ Pull yourself together Alex, me lad. People will start calling you a girl!

"Why don't you add the issue in which a game was reviewed to the Awesome Collection. That way you can check out the game if you're still not sure if you want to buy it. It saves time and money renting and I'm sure readers have got a whole collection of issues."

Ivan Maduro

■ Ivan, your idea rocks! We may well look into this. Watch this space.

"Is there going to be a Harry Potter game on GameCube? Wouldn't it be great if you could beat up Professor Snape with class spells?"

Martin Hadley

■ Brace yourself Martin, Harry Potter's coming to GB Advance!

A few e-mail rules

We'll do our best to reply to all your e-mails, but we need your help to do this. Follow these simple rules to get a speedy response...

- Keep to short messages! We don't have time to read 500 word e-mails.
- Number your questions and keep 'em brief.
- Put everything in one e-mail, rather than sending six.
- Look at page 3 of the mag. Only send e-mails to the right people.

Nintendo
OFFICIAL MAGAZINE

Who does what

Editor Tim Street

News Editor Richard Marsh

Art Editor Mark Bradley

Deputy Art Editor Mark Sommer

Thanks to Zeta Fitzpatrick, Joe

Roberts, Maura Sutton, Dominic

Wint, Pete Davison, Angela Gorman,

Johnny Grieg, James Honeywell,

everyone at Cake, Bo Eatwell, Asam Ahmad, Neena Patel, Shelly Friend, Nick Powell, Mr Minagawa and Shigeru Miyamoto.

Publishing

Publisher Gil Garagnon

Advertising Director

Julie Dupree

01778 561761

julie@dupreecreative.com

Software Enquiries

Gil Garagnon 020 7972 6712

System Manager Lindsay Perkins
Facilities Manager Rob McBride

Repro by AJD Colour Ltd
Printed by St Ives, Andover

Subscriptions

All subscriptions include post and packing. One year UK subscription is £26.50; Europe £37.50; World £62.50. Back issues cost £3.95 UK; £4.95 Europe and World. Telephone 0845 601 1356

"I reckon the Game Boy Advance will be the best handheld games console in the history of handheld games consoles! All the things about it are amazing, such as the bigger screen and the two shoulder buttons. The graphics are wicked and the GameCube link up is going to be amazing. I just can't wait to get my hands on one."

Michael Cooper, Brighton

■ You're right on everything Michael. Oh, how we worship your sound reasoning and dedication to the Church of Nintendo. **Tim**

■ What a nice letter, and such a good point as well. **Rich**

"I was given a GreyStation for Christmas and I was very disappointed with it. The games are boring and basically the same as each other. They have no interesting story lines to set your imagination going. Metal Gear Solid is OK, but not a patch on classic games like Perfect Dark or Zelda Majora's Mask."

Rob Styles, Whitecross

■ It doesn't say a lot for GreyStation when their games look and play better on Game Boy Color, like Metal Gear Solid. **Rich**

■ Game Boy Advance should really start knocking the nails into the GreyStation coffin. **Tim**

"Everyone who hates Pokémon is crazy. Pokémon rules, plus Nintendo created it, so give in to the almighty Pokémon."

Tom Welby, Bury St Edmunds

■ Short, but oh so sweet. **Rich**

"I am writing to tell you that I love Banjo Toorie! Rare has made a masterpiece with great gameplay and graphics. I hope Rare make a Banjo game for the GameCube. That would be cool."

Luke Mead, London

■ Rare always come up trumps and there should be no shortage of their games on the GameCube. **Rich**

■ They usually keep their cards pretty close to their chest though, so you'll have to keep reading NOM to find out any news. **Tim**

"When GBA is released it is going to rock. With games like Super Mario Advance and Mr Driller 2 it's a success waiting to happen. I'm going to get an American import 'cos I just can't wait."

Darren Wallace, Croydon

■ And you'll have no compatibility worries with a US model either. Thank you Nintendo! **Tim**

■ Region encoding is strictly for suckers! GBA rules again! **Rich**

"I am just writing to say I hate waiting a whole month for Nintendo Official Magazine to come out. Isn't there any way you could have the magazine come out faster?"

Dawn Fleming-Smith, Birmingham

■ If only you could see inside NOM Towers. We work day and night getting the best games together, Rich never goes home, he sleeps under a blanket of N64s. **Tim**

■ Please let me go home Tim, PLEASE! I promise I'll work much harder tomorrow! **Rich**

Blag Fest Answers

Game Boy Blag Fest June 2001

Yeehah Grandma!
(C) Mickey Mouse

Yella fella fun
(C) Raichu

Pika power
(A) Unown

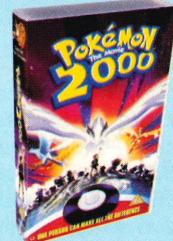
Blag Fest June 2001

Pika the flicks
(A) Elm

Scooby Doo!
Where are you?
(C) Shaggy

Get off my land
(B) Old MacDonald

Gaming on the go
(A) Celebi



Legal stuff

We recognise and acknowledge all copyrights and trade mark rights we've used under licence from Nintendo Co. Ltd. We will always correct any oversight. Nintendo Official Magazine is © EMAP Active. Duplication, transmission in any form, or use of text or images without obtaining our express permission in writing beforehand will result in legal action.

Everything we write is based on our own opinions. The information we use comes from the companies, or is correct to our knowledge. News previews and release dates are based on information we found to be true at the time of going to press.

BLAG FEST

How can you get a dream job, a Jim Royle, some new Pokémons and robotic pets? By entering these totally awesome competitions, of course!



Reach For The Sky

Think of the job you'd like to do. Thought of one? Where do you go? Sky's 'Reach For The Sky' scheme is a wicked free 3-day workshop that could point you in the right direction! You'll meet celebs and professionals, and get real hands on experience. We've got 10 places to give away on their Technology Award this summer! If you're not lucky enough to win one of these places, just log onto www.sky.com/reachforthesky and you'll get another chance to apply for a place on the Technology Award, as well as awards that cover exciting careers in sport, journalism and entertainment. The website is packed full of career inspiration and handy advice. You can even send your career questions to an agony aunt.



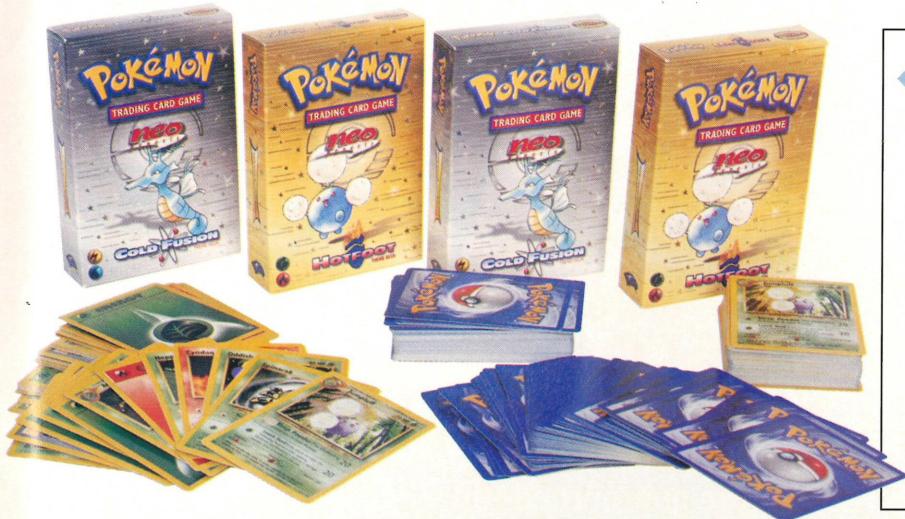
Q Which Nintendo character starred in a demo at Space World last year?

- A** Donkey Kong
- B** Banjo
- C** Luigi

Prize does not include transport.
You must be aged 14-16 to go on the 'Reach For The Sky' award

sky

a digital vision for everyone



Gotta catch some more

Now you can collect even more Pokémons with the release of two new expansion decks. The Neo Genesis set introduces over 60 new characters such as Steelix and Jumpluff. The friendly souls at Wizards of the Coast have given us two of each new deck, Hotfoot and Cold Fusion, and they can be yours by answering this question...

Q Which one of the following critters is not a Legendary Bird?

- A** Lugia
- B** Zapdos
- C** Orville

Polly wanna cracker

Thanks to Vivid Imaginations we've got these crazy cyberpets to give away to two of you lucky readers. Teksta New Born is a playful puppy complete with ball and bone, while Polly Parrot comes with her very own cage. If you want to win one of these top toys, give us the answer to this question...

Q Which of these pirates carried a parrot on his shoulder?

- A** Captain Pugwash
- B** Long John Silver
- C** Captain Hook



Royle rumble

Bring the majestic Jim Royle into your life with these excellent Royle Family goodies, courtesy of Vivid Imaginations. The Mobile Talk Pal announces your calls before your phone even rings and the talking key ring means that you'll never be lost for words again. To win, try this quessie...

Q What is the name of Jim Royle's wife?

- A** Christine
- B** Betty
- C** Barbara

How to win ▶

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address: Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
- 4 Lick a stamp, stick it on your entry and post it.

Nintendo News

✓ We promise to bring you the best info on N64, GBA and all Nintendo News. We tell you the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

GAMECUBE

Disney's Mickey p80
Eternal Darkness p84
Kameo p83
Luigi's Mansion p80
Metroid Prime p82
Pikmin p76

Raven Blade p85
Rogue Squadron 2 p84
Starfox Adventures p82
Smash Bros. Melee p78
WaveRace
Blue Storm p79

GAME BOY ADVANCE

Banjo Kazooie p86
Diddy Kong Pilot p87
Donkey Kong
Coconut Crackers p86
Streetfighter II
Turbo Revival p87

E3 special

E3, the Electronic Entertainment Expo, is a huge computer show held every year in America. NOM was there at E3 this month, so take a gander at all the awesome Nintendo games on display.

● Innovative gameplay ● Eye popping realism ● Crazy characters

Game Info

By: Nintendo
Type: Action strategy
Release: Spring 2002



Pikmin

GAMECUBE
NEWS



There's something strange happening at the bottom of the garden in one of Nintendo's wackiest ever creations.

A spaceman's ship has collided with a giant comet and crash landed on a strange planet, scattering the ship's parts across the world.

Fortunately, help is at hand in the form of hundreds of tiny creatures, the Pikmin, who look like plants when in the ground.

But pluck out the Pikmin and they'll act like animals as you lead them to find the missing parts.

▼ You can command either one or 100 Pikmin in your quest to find the missing space ship pieces.



▲ Get set for a giant leap for Nintendo kind, as Pikmin prepares to blast you off to another planet on GameCube.

Race against time

You'll need to get your skates on to save the spaceman 'cos his life support system only lasts for a short time.

Your army of Pikmin will also be gobbled up when night falls or if they're spotted by larger wildlife.

To add to the strategy fun, you'll need to build bridges, roads and find the right number of Pikmin to drag pellets back to their nests.

► By training up your Pikmin they begin to grow into leaves, buds, then gorgeous flowers.



▲ It's half way through the first day and there's a job to do. Time to get a move on before the Pikmin are eaten up.



▲ Weird and wacky creatures guard the ship parts. Attack from behind or they'll gulp down your super cute Pikmin.

We think...

Nintendo has got a winner on its hands thanks to the stunning landscapes and real time strategy excitement. And with creatures that look cuter than Pokémons, it makes for something very special indeed.



▲ The strange three legged structures are Pikmin nests. Better get them back inside before nightfall!



Super Smash Bros.

Melee

Game Info

By: **Nintendo**
Type: **Beat 'em up**
Release: **2002**



• Control your Nintendo faves

The gloves are off once again as Nintendo's superstars return for a bigger, badder, bone crunching brawl.

Super Smash Bros. Melee once again brings together Mario, Link and Pikachu, plus a few new faces, to see who is the hardest of the Nintendo bunch.

The sequel comes complete with 12 amazing new arenas, ranging from the Congo Jungle to a battle high above an enormous F-Zero track.

You'll even be able to enter a tournament with up to 64 competitors and take wicked snaps of your best moves as you battle for supremacy.



▲ Use Donkey Kong's incredible strength to pick up your opponents with total ease. Say goodbye, Mario, you're about to fly!

◀ The pink puffball is bouncing back and ready to suck up anything in his path. Just don't get too close to him!



▲ Hyrule's legendary warrior looks so real on the GameCube. Imagine what a Zelda adventure's gonna look like, you won't believe your eyes!

• All new amazing arenas

• Gobsmacking graphics





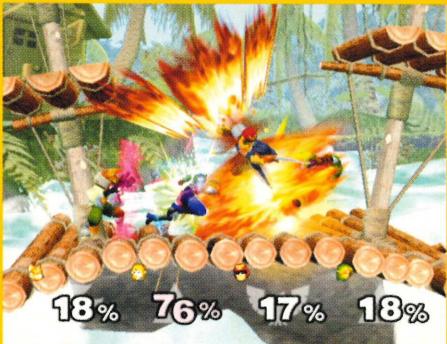
Been a long time

Super Smash Bros. Melee is packed with the Big N's best loved faces, but it also sees the comeback of some classic characters.

Older gamers will no doubt remember Ice Climber from the NES game of the same name, and there's also appearances from Ness and Sheik, all looking great in their GameCube guises.

Pokémaniacs will also be pleased to hear that a monster will help you in your battle when you bust open a Poké Ball.

There are loads to look out for, but keep 'em peeled for Charizard, plus amongst others, Lugia and Entei.



▲ They've done battle in the Ocarina of Time, and now Link and the Sheik are rucking all over again.



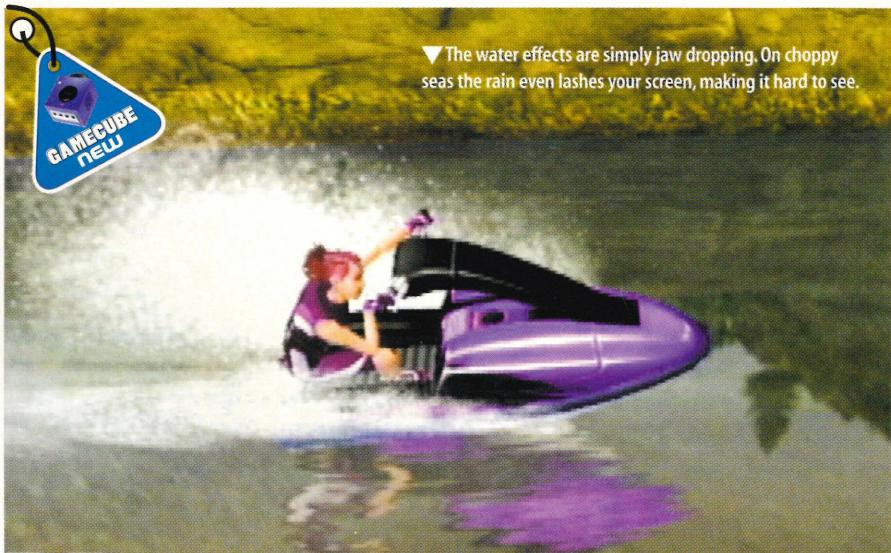
▲ What a great shot! The little yella fella's taken out Mario and the Kirby in one hit.



▲ Little Pikachu isn't the only Nintendo hero you're gonna see blasting out of a Poké Ball. Look out for Gold & Silver beasts, Lugia and Entei.

We think...

The N64 original was a classic and this looks incredible. The graphics are as good as those in Toy Story and with some fantastic button bashing fighting fun, Super Smash Bros. Melee is looking a sizzler.



▼ The water effects are simply jaw dropping. On choppy seas the rain even lashes your screen, making it hard to see.

Wave Race Blue Storm

● Ride the waves ● Classy stunts ● Cool effects

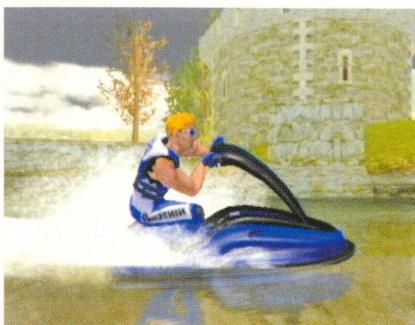
Game Info

By: **Nintendo**
Type: **Jet ski racer**
Release: **Spring 2002**



▲ Like before, you have to skim past the markers to build up your turbo meter.

► Check you out! Catch air after a ramp and you can perform some crowd pleasing tricks before landing.



◀ My god! Just check out those amazing water effects!

We think...

The PAL original's speed was a big disappointment, but we've got high hopes for this sequel. The water effects have got to be seen to be believed and the racing fun is pure edge of your seat stuff.



Luigi's Mansion

• Luigi takes centre stage • Hilarious effects • Don't get spooked!

Game Info

By: **Nintendo**
Type: **Action adventure**
Release: **Spring 2002**

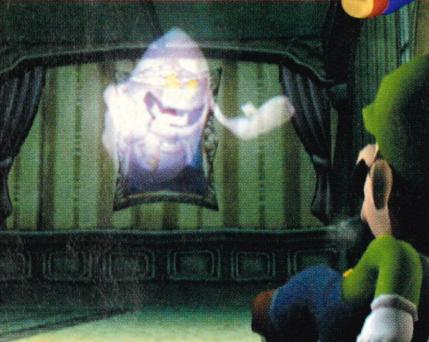
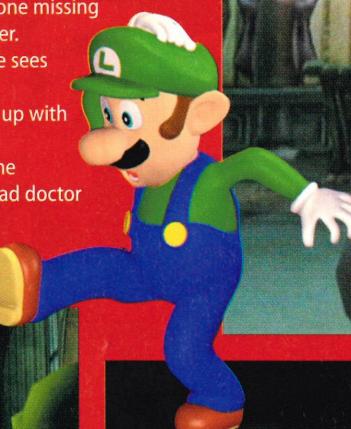


Move over Mario, it's the turn of your younger brother to become a GameCube star in his own right.

Luigi's spook fest takes place in a creepy old mansion where Mazza has gone missing and ghosts haunt every corner.

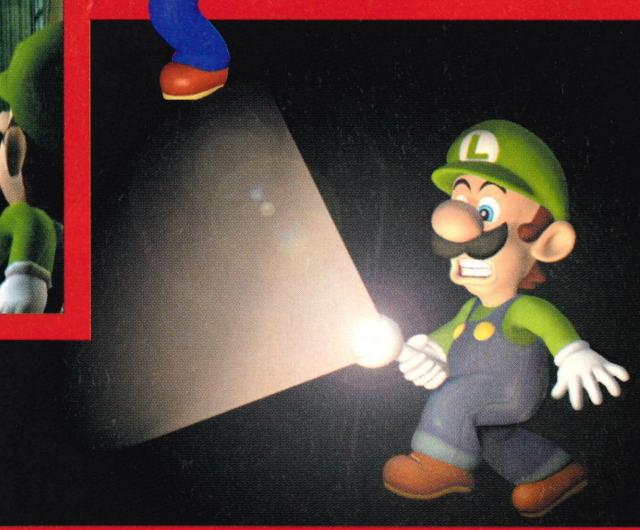
This teeth chattering game sees you trying to find ghouls by torchlight and sucking them up with Luigi's spirit zapping hoover.

To aid you in your quest, the mansion is also home to a mad doctor who offers useful advice and can turn the ghosts you catch into paintings.



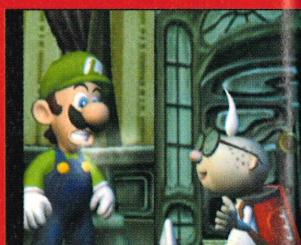
▲ Don't just sit there, Luigi! As the spooks float towards you, pull out your vacuum and suck them up.

► Luigi's animations will definitely leave a smile on your face as he cowers and trembles with fear.



▲ The spine tingling ghosts and lighting effects look stunning on the GameCube. Just check out those ghosts.

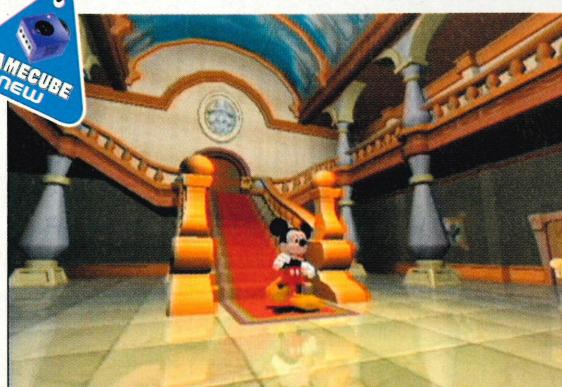
► Meet Luigi's four eyed doctor pal. His amazing invention is great for catching the mansion's spooksters.



We think...

It's high time Luigi got his own game and this is a clever title to show off the GameCube's power. Simple, yet extremely addictive, this will become a classic.

Disney's Mickey Mouse



It's early days for Uncle Walt's world famous rodent, but **Disney's Mickey Mouse** is looking gorgeous.

Our spies tell us the aim of this one player adventure is to lead Mickey through a giant cartoon world.

Unfortunately, for our cartoon hero, the place is jam packed with surprises around every corner.

We're also keeping our fingers crossed that there will be more of your favourite Disney characters to meet along the way.

Stay tuned to future issues of NOM 'cos we'll be the first to bring you more info on this stunning looking title. We can't wait!

◀ The magic of Disney is coming to your GameCube next year. Oh boy, doesn't it look good!



Call: 020 8767 1101
e-mail: sales@kingcat.co.uk
web: www.kingcat.co.uk
Mon/Sat 10am-8pm Sun 12pm-3pm
 Cheques Payable to: KING CAT & send to
 P.O. Box 24343, London, SW17 9FF

Get it Now

call for free brochure

DRAGONBALL Z

Get it Now



UB 22

legend we've got:
 action figures
 model kits
 t-shirts and loads more...

final bout



UB 22

dbz collector can



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout



UB 22

final bout



final bout</

NOKIA - Ringtones & Graphics **MOTOROLA & SAGEM** - Ringtones Only

RINGTONES & GRAPHICS

TOP RINGTONES

	Ref	NOK MOT SAGM
1. STAN	105859	V V V
2. NEXT EPISODE	138444	V V V
3. SAY MY NAME	102937	V V V
4. YOU MAKE ME SICK	118263	V V V
5. I WANNA BE YOU	143149	V V V

ICONS

	REF: 103663
	REF: 139399
	REF: 111566
	REF: 100848
	REF: 104645

only **60p** per min

There's 1000's more to choose from!

09065 899 912

www.iconaphone.com

Calls cost 60p/min from landline. Mobile operators may charge more. Ask bill payers permission before calling. Av. call 2 mins. Maximum cost £3.00. The call will be automatically terminated. Iconaphone Box 1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service no 0870 121 9566.

Nintendo®

OFFICIAL MAGAZINE

ENQUIRIES
Call Julie Dupree
ADVERTISEMENT DIRECTOR
01778 561761

For all your
PRODUCTION
ENQUIRIES
Call Saul Clarke
PRODUCTION ASSISTANT
01733 465243

Circulation: 67,615 ABC Jan-June 2000
Readership: 511,000 TGI 1999



Star Fox Adventures Dinosaur Planet

● Make way for the Star Fox team ● Defeat dinosaurs ● Fly the Arwing

Game Info

By: Rare

Type: 3D Adventure

Release: 2002



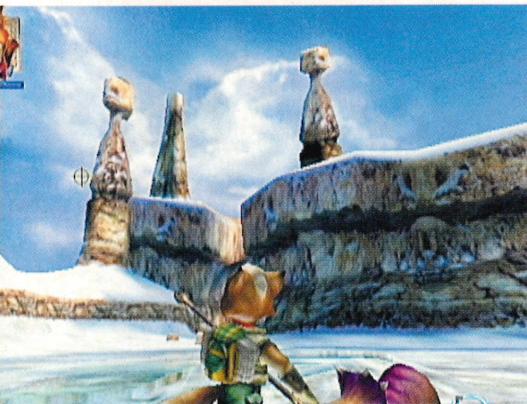
You originally knew it as Dinosaur Planet, but Rare has given it a new look starring Fox McCloud, of Lylat Wars fame.

Eight years have past since the evil Andross was defeated and the Star Fox team has split up. But there's a new threat in town!

All is not well on Dinosaur Planet where a savage leader called General Scales has torn the world apart and flung it into orbit.

Thankfully, Slippy, Peppy and new pal, Prince Tricky, are on hand to help you search lush lands like Throntail Hollow and Cloudrunner Fortress.

You'll even be able to use your staff to kill Scales' fiends and travel between worlds in your Arwing.



► Slippy and Peppy might be on hand to help you, but down on the planet you've got Prince Tricky as a buddy.

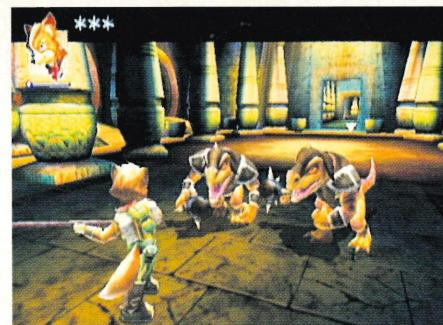
► Prepare to meet your maker, dinos! You'll need to use your martial arts skills in the heat of battle.



▲ Someone get Fox a new pair of pants! The bosses are very impressive and offer some pretty tough opposition.



▲ Every world stretches for mile upon mile and there are plenty of Scales' goons to kill.



We think...

Dinosaur Planet has always looked ace, and now it stars a Nintendo hero, it's going to be brill. With Rare casting their magic you're looking at a hit.

Metroid Prime

Yes, you read it right, Nintendoids! The Metroid demo from Space World is being made into a full-blown adventure.

Samus Aran's new quest will see you exploring giant levels packed with scuttling crawlies and mechanical bosses.

To give you the upper hand, Samus can charge up her awesome laser gun to obliterate nasties and there's a host of new moves to perfect.

If this is as good as the Super NES action classic, we could be in for a blasting GameCube treat.



▲ She maybe a lady, but Samus Aran is ready to kick some space butt on GameCube.

► The footage at E3 starred some incredible robotic critters, just like this arachnid beast.

Kameo

Elements of Power

• Ace fantasy quest • Rear creatures • Morph into animals

Game Info

By: Rare

Type: RPG Adventure

Release: 2002



Rare isn't just stopping with Star Fox Adventures for the GameCube, as Elements of Power goes to show.

You star as a young girl called Kameo who's on a mission to rescue the six Elemental Children from the Dark Troll King, Thorn.

But what makes Kameo different is that she has the power to morph into different creatures and use their powers like they are her own.

First though, you've got to capture and raise them from babies to earn their friendship and build up their strength.



▲ Kameo can even take a step back and watch as your monster friends head into battle.

◀ You can capture and master the moves of up to 60 different creatures.



▲ Those beasts are certainly well tooled up. Watch out for those meaty guns, Kameo!

◀ To capture the fantasy animals out in the wild, Kameo can call upon some tasty attacks.

We think...

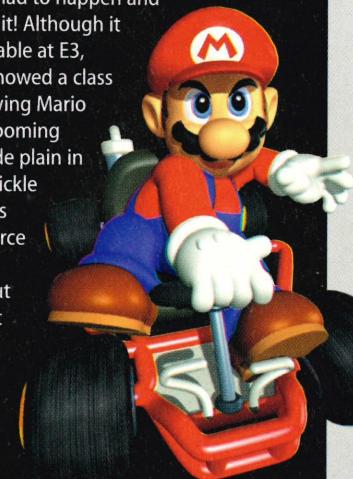
Lara Croft had better watch out 'cos there's a new babe coming over the horizon. With Pokémon style catching and training you'd better keep a close eye on this.



GameCube Fast News

• Mario Kart is go for GameCube!

Well it just had to happen and we can't wait! Although it wasn't playable at E3, Nintendo showed a class movie showing Mario and Luigi zooming across a wide plain in their nippy ickle carts. Details are very scarce at the moment, but we'll be first with more shots and info when the news breaks.



• B-ball to make you dribble

Shoot from downtown and slam your way to hoop glory, 'cos NBA Courtside 2002 is dunking onto GameCube. The new game will feature loads of knockout graphics, better computer intelligence, create a player mode and the chance to play street ball. Without doubt, sports fans are going to love this.

• All change down in the Forest

Nintendo's communication game, Animal Forest, which was shown at Space World last year won't be released on the N64. But fear not, the game is being reworked for GameCube to make it look and play even better than before. Expect to see this ace looking game some time in 2002.



• Footy sim to be ready for Summer 2002

One of the most impressive demos we saw at E3 was Sega's tentatively titled, Virtua Striker 3. Although the name is still to be confirmed, there will be over 40 international teams and mini games to improve your squad's skills. Set to be out in time for next year's World Cup, the game looks first rate with arcade quality graphics. Let's hope it plays like a dream.





Star Wars Rogue Leader

Game Info

By: LucasArts

Type: Shoot 'em up

Release: 2002



Next year, the GameCube is going to blast you off to a galaxy far, far away in a sensational new Star Wars blaster.

Drenched with quality graphics and shoot 'em up action, Rogue Squadron II sees you leading the Rebel Alliance against the Galactic Empire spanning 11 pant filling space age missions.

In addition to the X-Wing, you'll even get the chance to fly some of the most well known Rebel ships from the Star Wars trilogy.

Whether it's an A-Wing, Y-Wing, B-Wing or Snow Speeder, all you Star Wars fans are gonna go mental when this explodes onto GameCube.

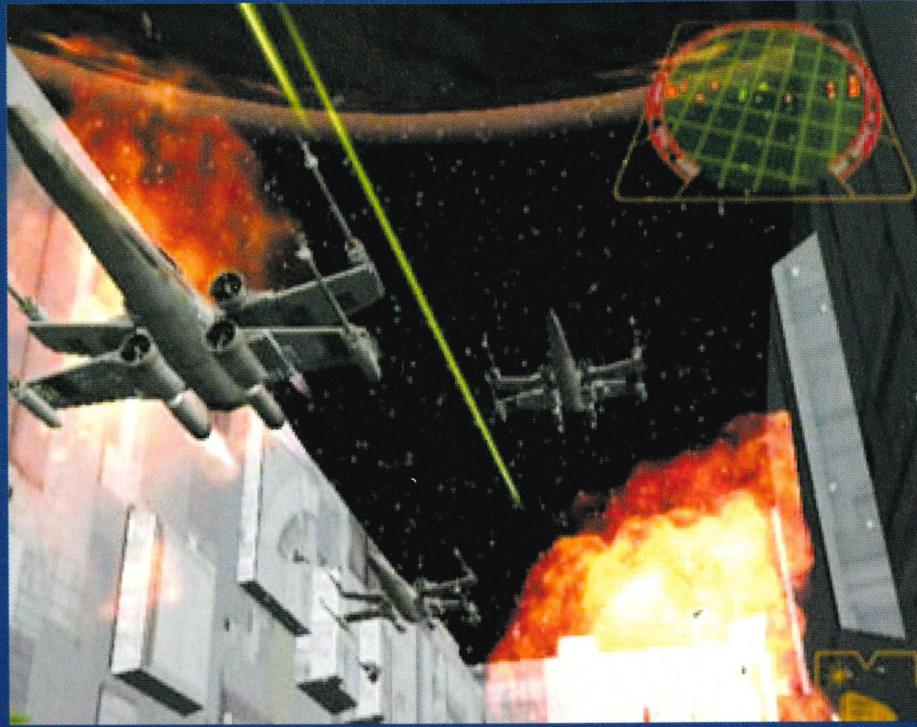
► Remember the trench run from Star Wars? Then get set to relive the classic movie moment all over again in one of the best looking GameCube games yet.

► Rogue Squadron II is the closest a game's got to a Star Wars flick. You'll be bowled over by the incredible detail and its speed will melt your brain.

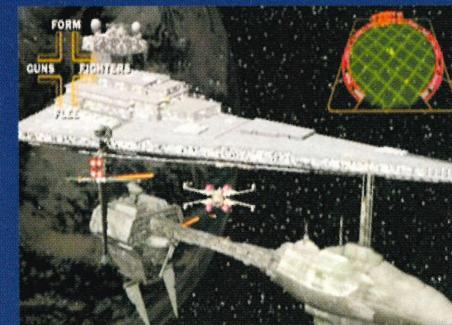


Rogue Squadron II

● Fly the X-Wing ● Edge of your seat dogfights ● Mind blowing stages



► Jump behind the controls of an X-Wing and blast the Galactic Empire out of the universe.



We think...

Rogue Squadron II is the most visually impressive title on GameCube. With stunning dogfights and scenes that look straight from the silver screen, Star Wars nuts will love it.

Eternal Darkness



Like Dinosaur Planet, this gore soaked, trek through time, was due for an N64 release. But just wait for the GameCube version!

This psychological thriller will see you travelling through the ages and battling with terrifying beasts.

As you fight it out, your Sanity Meter will start to fall, causing you to question what is real and what your head is making up.

With some stunning sound and skin crawling moments, Eternal Darkness is going to be one to watch, but only if you've got the nerve.



► The Roman centurion, Pious Augustus, is just one of the characters you can control when you travel through time.



► Eternal Darkness is one creepy adventure. You'll have to keep those ghouls at bay and your Sanity Meter down to survive.

▼ What did you call me? The deadly Raven Blade beasts look rock hard and the spell casting scenes are amazing.



Raven Blade

● Hideous creatures ● Battles galore ● Epic adventure

Game Info

By: **Nintendo**
Type: **RPG Adventure**
Release: **2002**



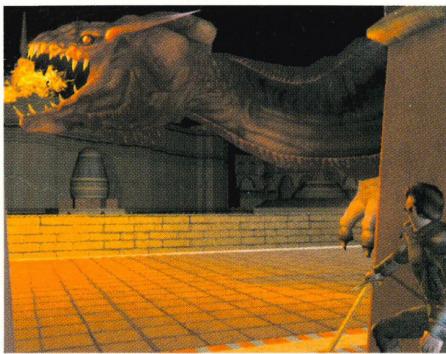
If you thought Ganondorf was nasty then just you wait for the latest dark lord who is heading to GameCube.

The Beastlord has sworn to take over the world and turn it into a wasteland where his evil creatures can roam freely.

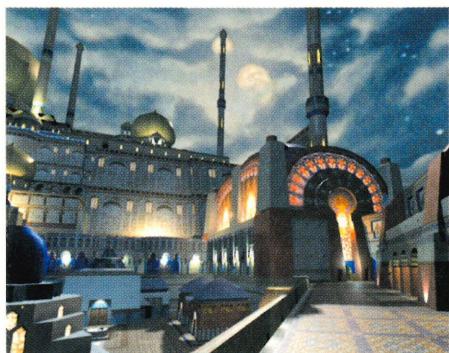
Unluckily for him, you are the only person who can stop the Beastlord, and so you must travel through hazardous lands to stop him.

With some amazing magic conjuring and sword fights, RPG fans are going to be in for a treat.

▼ The dragons you must slay are enormous. Just check out the detail on their skin.



▲ These half men, half rams, are faster than Michael Owen in a Ferrari. Watch out for their swords!



▲ Raven Blade is crammed with cities to explore and secrets to unlock within their dark passages.

We think...

We love RPG tales here at NOM Towers and, judging by the video footage, this looks incredible. The Zelda series is a lot to live up to, but we've got a sneaking suspicion it might just do it.

GameCube Fast News

● There's no stopping the krazy Kong klan returning to action!

More high-speed fun and games are coming to GameCube with Rare's *Donkey Kong Racing*.

You'll have the chance to race tons of different animals across land and through water as you try to evolve them by collecting fruit and winning wacky races.



● Sega game to go online

Remember the GameCube's Broadband adapter that was announced at Space World last year? Well, *Phantasy Star Online* is set to utilise this amazing piece of kit, and is shaping up to give all you Net surfers a treat. Currently being worked on by Sega, this top adventure title will allow four people to play online and work together to reach their goal with plenty of hack and slash action along the way.

● The dino destroyer blasts back

Our spies have told us that a new *Turok* game is being worked on. Although nothing has been confirmed for GameCube, *Turok Evolution* is in development for 'next generation consoles'. We're keeping our fingers crossed Joshua Fireseed will blast back with a bang, so stay tuned to NOM for more news on this potential hit.



● Nintendo to go stark raving bananas on GameCube

One of the wackiest games that was on show at E3 was Sega's excellent *Super Monkey Ball*. As the name suggests, you control a monkey in a ball and it's your job to roll towards a goal while collecting bananas along the way. With four player battles to compete

in and tons of apes to control, including Aiai, and Baby, this will be a right hoot when it rolls in next year.



Banjo Kazooie

Grunty's Revenge

Game Info

By: Rare

Type: Platform Adventure

Release: 2002



Nothing's going to stop Banjo and Kazooie returning for more hilarious witch whacking excitement.

This tale sees you up against Gruntilda, following a plot where the old hag hasn't been brought back to life in Banjo Tooie.

Mumbo Jumbo and his magical powers are back in the frame, along with plenty of Jiggies and Jinjos to collect.

To help in your quest the bear and bird can even use their famous moves, like the Talon Trot and Beak Buster, to defeat Grunty.



► It's behind you! Complete a puzzle and you'll be given a golden Jiggle piece for your collection.
 ► Banjo's super climbing skills come in dead useful on these green vines. Wonder what secrets await above?
 ► There are plenty of goodies to pick up in the vast worlds. Don't miss the Notes, Banjo!



► Pop inside Mumbo Jumbo's strange hut and he'll turn you into some bizarre creations.
 ► Get paddling, Banjo! That mine sure has a nasty look on his face and you don't want to see what surprise he has for you.



► You'll have to search long and hard if you want to find all the moves and items to beat the old biddy.



We think...

The two Banjo N64 titles are awesome and thanks to the GBA's power it will showcase the duo superbly. With Rare behind the goods, this will be a belter.

Donkey Kong Coconut Crackers



There's no stopping everyone's favourite family of primates in this highly addictive Game Boy Advance puzzler from the red hot coders at Rare.

You take control of Donkey Kong's bunches of coconuts as he throws them onto the game board below.

When they land the coconuts fill the area with paint and it's your job to create squares and rectangles of the same colour.

However, to add to the excitement, a Kremling continually tries to shrink the board before your eyes by walking around the edge.

To make it even better, DK Coconut Crackers will even feature four player link up for some brain straining craziness.

► DK's got a lovely bunch of coconuts! By spinning them as they fall you can create squares and rectangles to stop the evil Kremling wiping out the board for good.



Diddy Kong Pilot

Game Info

By: Rare
Type: Racing sim
Release: 2002



Remember the plane races in Diddy Kong Racing? Well, they're coming to GB Advance and will use fab new technology, too!

Diddy Kong Pilot will see you fight a host of Kongs and Kremlings in their own unique craft to become ace of the skies.

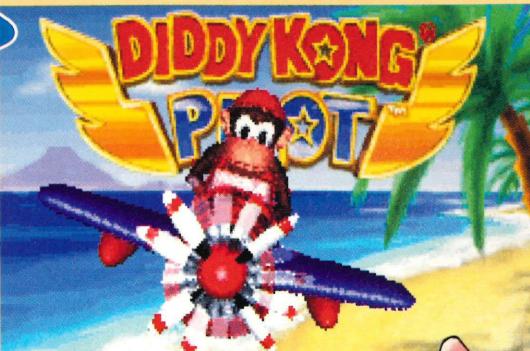
What will make this even better, is that you'll have to actually move your GBA to make your plane climb, dive and swoop on screen.

You'll even be able to fight it out with three mates to become squadron leader or blow them up in furious dogfights.



▲ The whole gang is ready and waiting to take to the skies in another Rare gem.

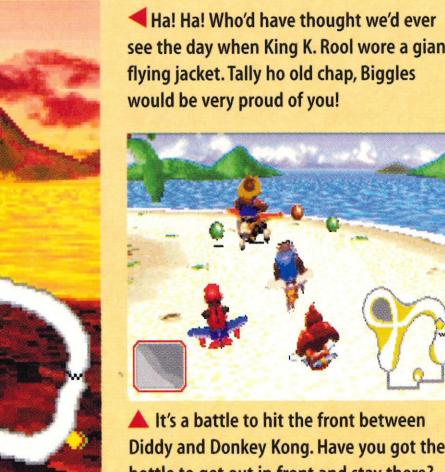
- Krazy Kong fun
- Ace tilt feature
- Hilarious cartoon dogfights



▲ I'm Diddy! The cheeky little scamp can't stay away from Game Boy for long. It's chocks away for the krazy Kongster and his buddies.



▲ There are some cracking weapons you can collect to blast your rivals out of the sky.



▲ Ha! Ha! Who'd have thought we'd ever see the day when King K. Rool wore a giant flying jacket. Tally ho old chap, Biggles would be very proud of you!



▲ Diddy Kong Pilot will see you swooping over desert islands in your quest to be king of the Kongs.

We think...

The Tilt feature is a really great idea and will add a whole new experience to this GBA racer. If it's anywhere near the great Diddy Kong Racing it will be huge.

GBA News

- The Streetfighter gang are ready to rock on GB Advance

Whether you prefer Ryu, Guile or Dhalsim, this corking beat 'em up is looking just as good as the Super NES original. With a two player versus mode, too, GB Advance fight fans are going to be in for a treat when this baby hits the shelves in August.



- Rare's return with a classic Eighties creation

Fans of Killer Instinct will be pleased to hear of Sabrewulf's return. The blue furred beast has nicked priceless treasure to pay for animal imprisonment. You'll take control of Sabreman in your bid to hunt him down and get back to your base without getting caught.

- Wicked Wario's back to cause more Game Boy havoc

Mario's alter ego is making his return in a new platformer for Game Boy Advance. A golden pyramid lies deep in a faraway jungle and it's up to Wario to dodge the traps and retrieve its cursed treasure. One major problem with previous adventures was that Wario could not die, making it far too easy. But things have now changed, as wicked Wario is no longer invincible on GBA.



- The Caped Crusader swings back into action

Comic book fans will be pleased to hear the Dark Knight will return to battle crime in Gotham City on Game Boy Advance. Ubi Soft's Batman Vengeance is based on the TV animated series and, although there's no news on who your arch enemy will be, you can expect plenty of baddie bashing along the way. We'll have more news next issue...

WE'RE THE BIGGEST AND BE

Next Month

✓ Biggest ✓ Best ✓ First ✓ Most games ✓ Official

Nintendo®

OFFICIAL MAGAZINE



6 promises we always keep

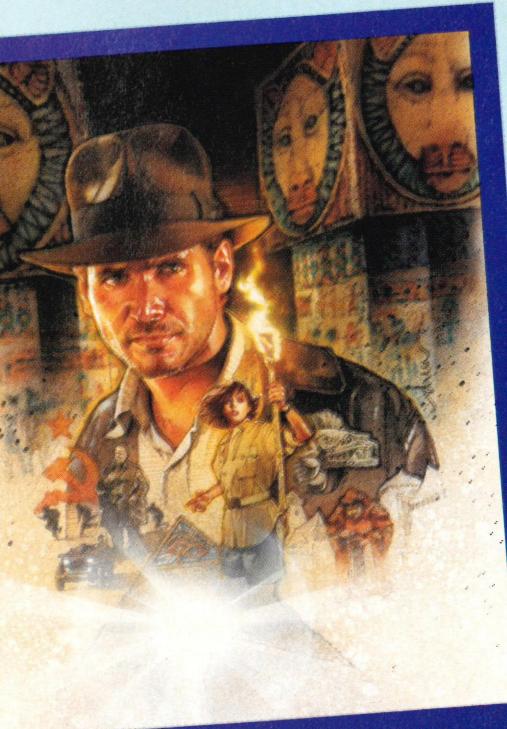
- ✓ You'll read about every Nintendo 64 or Nintendo game and product here first
- ✓ We have the most shots of new games
- ✓ Our mag's easy to understand and use
- ✓ All our tips, moves and cheats work and help you get more from games
- ✓ You can trust what our writers say
- ✓ You'll never need to buy any other magazines

Mario Party

Indiana Jones and the Infernal Machine

You'll see...

- Indy's amazing weapons
- Brain bending puzzles solved
- Sizzling locations



Updated

Nintendo GameCube

Ace news on the mighty machine

Zelda GBC

Action from Link's latest quests

Reviewed

Kirby 64

The Crystal Shards

In the pink with the little fella as he bounces onto the N64

Plus! Game Guides Best Che

ST SELLING N64 MAGAZINE



3

You're gonna see...

- Brand new mini games
- Improved battles
- All your fave stars
- Wacky new boards

Tips



Banjo-Tooie
Finish off Gruntilda in part
two of our giant guide



Official Tips
More gaming secrets
from those in the know



**Plus
GAME
BOY
COLOR**

All the latest
from the small
screen, including
red hot news, tips
and reviews

ts GameCube News Club Mario



Backstage Mayhem

Recreate those backstage brawls with this awesome WWF wrestling arena. It includes a fire hose, working drinks machine, removable lockers for bashing your enemies on the head and a flushing toilet! It costs £34.99, but thanks to Kidz Biz, we're giving it away, together with the wrestling figures you see below. To be in with a chance of winning, just answer this question...

Q What is the name of Hardcore Holly's wrestling brother?

(A) Bash
(B) Smash
(C) Crash

Mark your entries 'Backstage Mayhem' and send them to the usual NOM address.



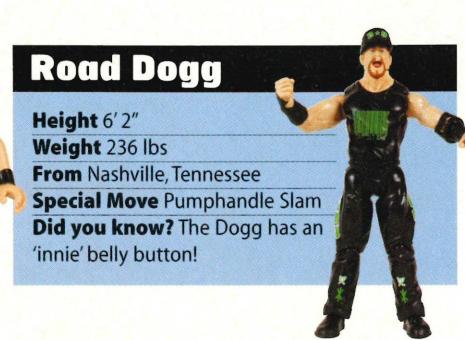
Stone Cold

Height 6' 2"
Weight 252 lbs
From Victoria, Texas
Special Move Stone Cold Stunner
Did you know? Austin used to unload trucks at the local docks.



Road Dogg

Height 6' 2"
Weight 236 lbs
From Nashville, Tennessee
Special Move Pumphandle Slam
Did you know? The Dogg has an 'innie' belly button!



Hardcore Holly

Height 6' 1"
Weight 242 lbs
From Mobile, Alabama
Special Move Hollycaust
Did you know? Hardcore Holly is a licensed NASCAR driver.





SUPER MARIO ADV

29.99



F-ZERO

29.99



BOMBERMAN

32.99



RAYMAN ADV

32.99



TONY HAWK'S 2

32.99



CASTLEVANIA

32.99



GT ADVANCE

32.99



FIRE WRESTLING

32.99

GAME BOY ADVANCE RELEASED JUNE 22ND

AVAILABLE IN INDIGO, GLACIER, ARCTIC & CLEAR RED
AND IN THREE GREAT MONEY SAVING DEALS:**GAME BOY ADVANCE & CARRY CASE** ... **88.99**
Game Boy Advance (pick colour), 2 AA batteries and
stitch carry case holding GBA, batteries and games**GAME BOY ADVANCE STARTER PACK** ... **98.99**
Game Boy Advance (pick colour), 2 AA batteries, a
rechargeable battery pack, mains adaptor and worm light**GAME BOY ADVANCE STARTER PACK** ... **125.99**
Game Boy Advance (pick colour), 2 AA batteries, a
rechargeable battery pack, mains adaptor, link cable & Super Mario AdvanceStock of Game Boy Advance is expected to be limited so
place your order now if you don't want to miss out!POKEMON STAD 2 ... **45.99**
BANJO TOOIE ... **42.99**

N64 Peripherals

OFFICIAL PERIPHERALS:

N64 PAD - BLUE ... 22.99
RUMBLE PACK ... 14.99
4MB PACK ... **26.99**

UN-OFFICIAL PERIPHERALS:

N64 CONTROLLER ... 7.99
JOLT PACK ... 3.99
1MB MEMORY/RUMBLE PACK
SINGLE ... 5.99
PAIR ... 7.99
ACTION REPLAY CART ... 34.99
XPLORER CHEAT CART ... 19.99
PAIR OF CONTROLLER EXTENDERS ... 8.99
SCART LEAD ... 7.99

OFFICIAL GUIDE BOOKS:

CONKER'S BAD FUR DAY ... 9.99
LEGEND OF ZELDA ... 11.99
LEGEND OF ZELDA 2: MAJORA'S MASK ... 9.99
PERFECT DARK ... 9.99
SHADOWMAN ... 9.99

GB ADVANCE PERIPHERALS



GB ADVANCE GAMES

ARMY MEN ADVANCE	32.99
BOMBERMAN TOURNAMENT	32.99
CASTLEVANIA	32.99
CHU CHU ROCKET!	32.99
CRAZY CHASE	32.99

**Take a
Fantastic
Journey
with the new
Game Boy
Advance™
Platform!**



PINOBEE™

WINGS OF ADVENTURE

FOR GAME BOY ADVANCE™

GAME BOY ADVANCE

ARTCOON.

HUDSON®



**JOURNEY THROUGH 9 AMAZING
3-D WORLDS—OVERCOME
OBSTACLES, MEET
CHARACTERS AND
COLLECT SPECIAL ITEMS.**



**MULTIPLE STORYLINES AND
ENDINGS MEAN YOU'LL WANT TO
PLAY AGAIN AND AGAIN. PLUS,
USE THE GAME BOY ADVANCE™
GAME LINK™ CABLE TO COLLECT
AND TRADE ITEMS WITH FRIENDS
FOR COOL POWER-UPS!**



**AWESOME BEE ABILITIES—WALK,
CLIMB, FLY, AND TAKE
ON ENEMIES AS YOU GUIDE
PINOBEE ON HIS QUEST.**



ACTIVISION